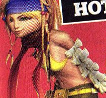

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TIGER WOODS

FIND OUT WHAT HE'S SMILING ABOUT

EXCLUSIVE!

9 PLAYABLE DEMOS INSIDE!

THE GETAWAY, DARK CLOUD 2, DEF JAM VENDETTA, AND MORE!

GWEN STEFANI

STARS IN HER FIRST PS2 GAME. FIND OUT INSIDE!

OFFICIAL U.S. PlayStation MAGAZINE

THE ONLY MAGAZINE WITH A PS2 DEMO DVD

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WANT TO KNOW HOW GOOD IT IS? PLAY THE DEMO ON THE DVD!

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THE PC HIT ON PS2 REVIEWED

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FIRST LOOK

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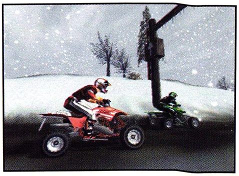

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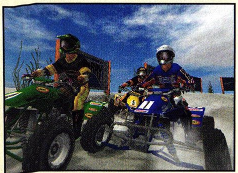

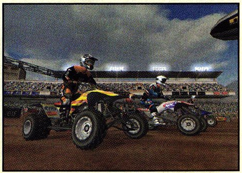
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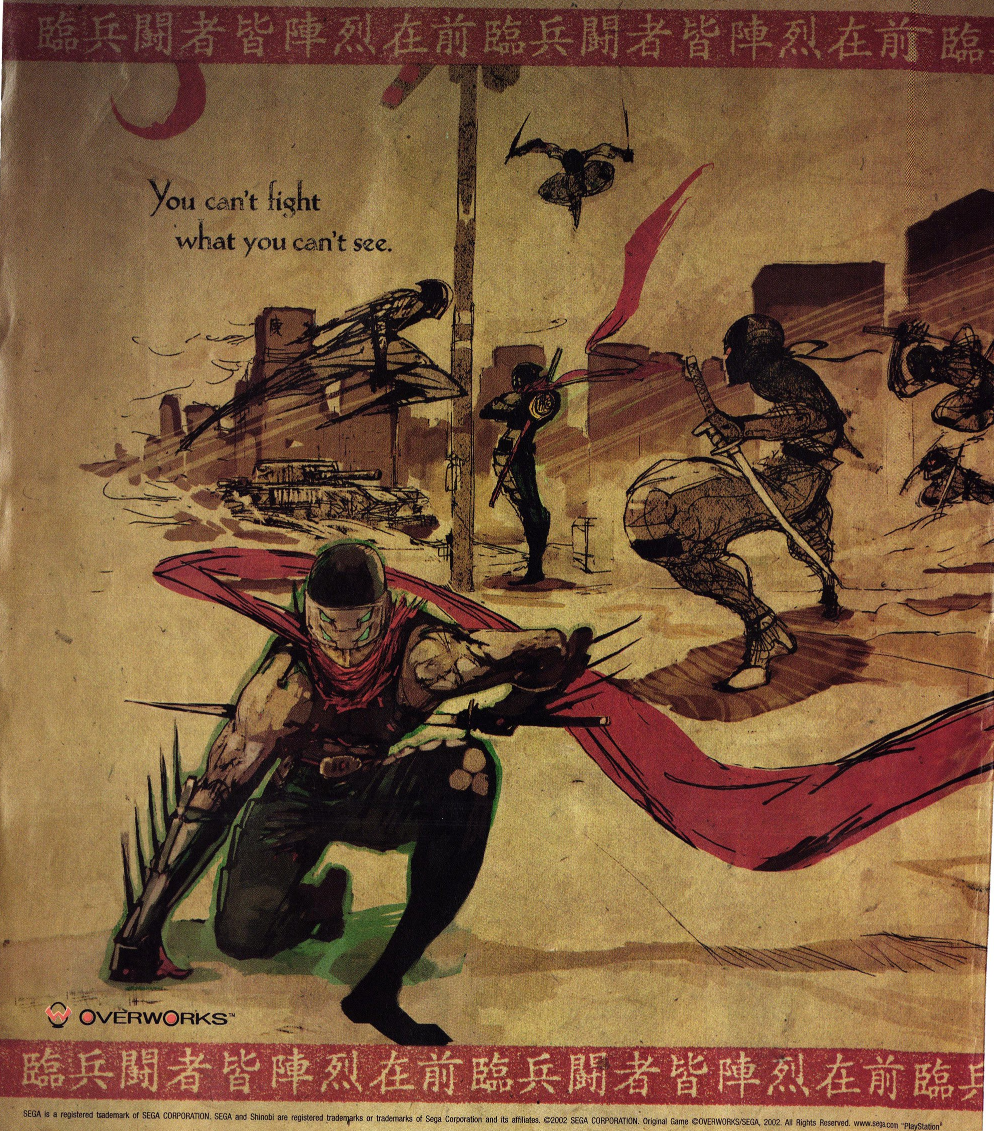
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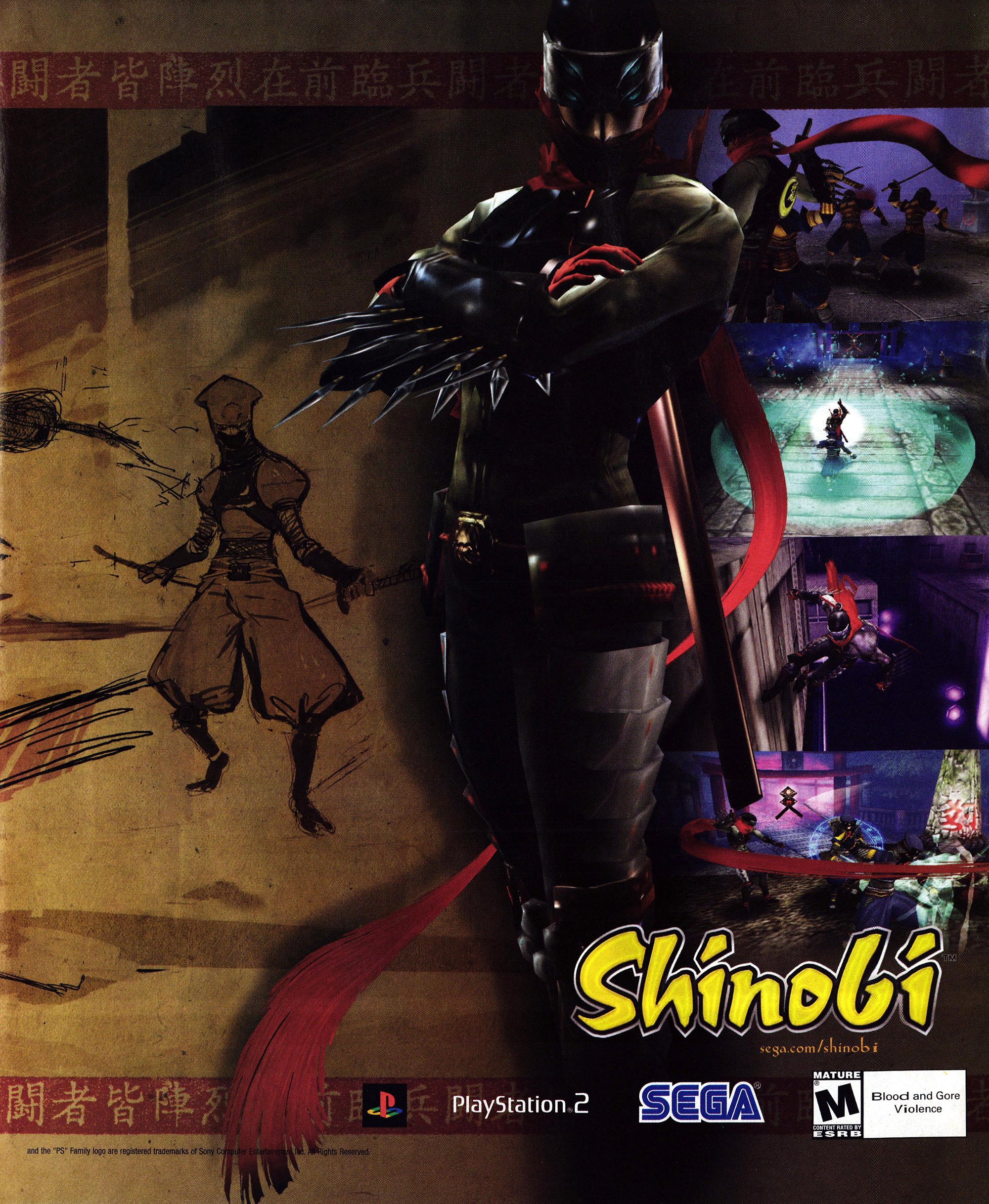
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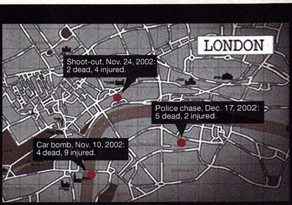
BLOODY LONDON!

Murder and mayhem continue to shake city.

Police will once again regain control and order will be restored. Hopefully, not at the huge price of more lives.



(Left) Authorities look for answers to a Hampton Street massacre last November. (Above) A gory look at a few of the recent attacks changing London's landscape.

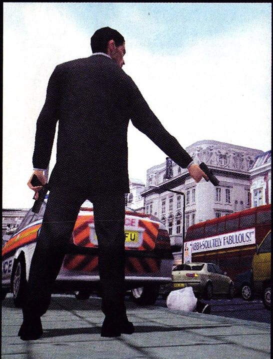
EXCLUSIVE: *London Bleeds*

by Brian Endicott
Tabloid Press

A handful of recent attacks has had Londoners reeling. Buildings are being torched. Cars burn in the streets. People are disappearing. In short, there is a growing feeling of danger in the air. And that is something new and unnerving. A brief look back at when and where some of the most recent attacks have occurred:

6 November 2002: Hollywell Street, London. A bloody shoot-out between two longtime opposing London gangs, the Triads and the Yardies, took place. Six Yardie gang members and eight Triads died in the 16-minute standoff. Six innocent bystanders were also wounded in the massacre.

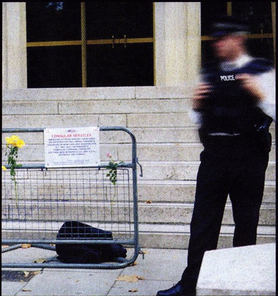
(Below) Mark Hammond, ex-gangster of the Collins crew, suspected in Hollywell Street shooting. (Below, right) A policeman takes watch where an executed body was found.



10 December 2002: The Siu Fung, Chinatown, London. The tortured and murdered body of Johnny Chai was dumped in the street. The Siu Fung was the headquarters of Johnny Chai's gang, the 14K.

> **"It's tough to turn your back when it's your part of town."**
>
> *– Sean Hardwick, Task Force Officer on London violence*

18 December 2002: Touch of Class, Downtown London. This lap dance parlour was the site of a bloody turf struggle between the Collins gang and others. Eleven injured and three killed.



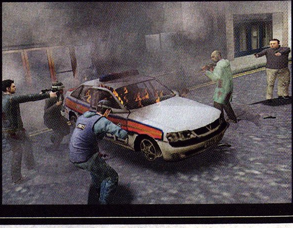
City on alert? Most say it's not to that point. Not yet, at least. The disconcerting part of it all is that this violence has moved out of the slums and ghettos, and is showing up in middle- and even upper-class areas of the city.

But the general sentiment among Londoners is one of wary confidence. People seem to feel that, as dangerous as the streets are at this time, police will once again regain control and order will be restored. Not, it is hoped, at the price of more lives.

What's being done? In short, not enough. But British Parliament last week okayed a £5 million objective to confront the issue. Part of these monies will go toward repairing damages already done. Part will go toward assembling a special task force to curb the problem. Finally, a section will go toward paying the medical bills of the innocent bystanders who have felt the effects of these crimes.

Officials advise Londoners not to make unnecessary trips out of their homes and to report any suspicious behaviour to a law-enforcement official immediately.

(Below) An amateur photographer captured this shocking image of a bloody shoot-out between police and gang members. Only Officer Frank Carter (in plain clothes, far left) survived.



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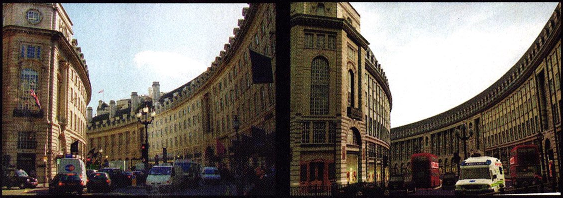
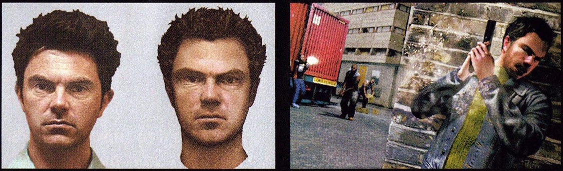
EXCLUSIVE: ***(cont'd)***



(Above, above right) An example of the painstaking detail that went into re-creating London's Regent Street for *The Getaway*. (Below) The man cast for the role of Frank Carter, the game rendering of his face and one in-game result.



These are some of the stories that make up *The Getaway*, where you're either Mark Hammond, a retired thief whose past has caught up with him in a very ugly way–starting with your wife being killed and your son kidnapped. This is how you're pulled back into London's crime sector, doing jobs for England's worst. Or you're Frank Carter, a rogue cop who's hot on the trail of these thugs and more than hungry for a bust.

The Getaway is a gritty, explosive crime story more than three years in the making. And it's the making of it that truly differentiates it from any game ever produced.

From the beginning, the creators of *The Getaway* sought to make something that walked the line between the worlds of gaming and cinema–a game that would actually rival an action movie and capture the hearts and minds of their respective audiences.

> **"*The Getaway* shows that video games can become as boundless and culturally significant as films."**
>
> *– Brendan McNamara, Director,* The Getaway

They wanted their game to take place in London and have a decidedly British feel. To achieve this, their inspiration came from British gangster films of the past several decades.

The first step was to re-create London, which was essential to the concept of *The Getaway* as a whole. The locations for most video games are made up. Not with *The Getaway*. Forty square kilometers were reconstructed with painstaking detail. The product of this arduous process raises the level of realism ever obtained on a gaming platform.

And given that much of *The Getaway* is driving action, as much attention was paid to the cars as to the locations. In fact, any car, bus or cab can be carjacked and driven for a high-speed getaway.

Next, unlike other games that just cast voices, *The Getaway* looked for the best actors for the roles, shot the scenes between the actors, then animated them using a proprietary motion-capture technology. This effect gives it part of its unique cinematic feel. Everybody in the game, even the seemingly meaningless pedestrians, were cast, scanned and motion-captured.

But for as long as it took to create, the short answer is that *The Getaway* is quite possibly the most exciting and unique title that has ever come out for PlayStation 2. The most ambitious undertaking ever by a video game, *The Getaway*'s graphics, gameplay and, most of all, story set the bar for games to come. But is it a game? Or is it a movie? One thing is certain: "By challenging existing production methods, *The Getaway* shows that video games can become as boundless and culturally significant as films," says Brendan McNamara, director of *The Getaway*.

www.playstation.com

Setting the new standard. A stunning achievement in entertainment, *The Getaway* is packed wall-to-wall with stellar gameplay, plot twists and an unbelievable look into London's seamy underbelly. It can be played from the perspectives of two completely different characters, revealing new plots of the game entirely. It is the ultimate combination of driving and shooting action, but more importantly, of film and video game.

the Getaway

PlayStation 2

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MATURE
M
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Blood
Drug Reference
Strong Language
Strong Sexual Content
Violence

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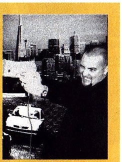
CHANGE IS GOOD

A little bit more of everything



John Davison
Editor-in-Chief

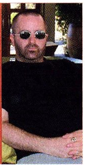
There are now close to 20 million people in the United States who own a PlayStation 2. Huge hits like *Grand Theft Auto: Vice City* sell crazy numbers in very short spaces of time (1.4 quadrillion copies in three days, or something similarly insane). This holiday season it seemed that, once and for all, everyone was really starting to "get" that videogames are a really big thing. They're not the "next big thing"—they're just "big" and getting bigger. They've now been on the covers of *Newsweek* and *Entertainment Weekly* and featured in big stories in *Rolling Stone*. We've also seen stuff about them in the *New York Times* almost every Sunday. All of a sudden, everyone wants to get in on gaming. At last! It's only taken 20 years of gaming and seven years of PlayStation for the rest of the world to wake up to what we've known all along: Gaming is more than a pop-culture phenomenon—it *is* pop culture. It *is* entertainment. And it will continue to be more and more important.

Because of this, we've made some changes to the *Official U.S. PlayStation Magazine*, so we can accommodate more and more of what makes PlayStation so important in popular culture. We want to showcase the games and, just as important, we want to show how the PS2 is influencing every segment of entertainment. We hope you like it.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER
She writes, plays videogames, makes TV shows, and has a sheepskin coat to keep her warm. She produces rock videos, designs websites, and is a member of the Fashion Police. That's what she tells us, anyway. www.zoeflower.com

PAUL SEMEL
When he's not writing for *Maxim, Vibe, Blender, Revolver, Total Movie*, or *Tongue*, Paul hooks us up on the celebrity tip. This month, he forced Tiger Woods to admit he wasn't any good at *Tiger Woods*. Then Tiger hit him. (No, that didn't really happen.)



PENNY ARCADE
These guys know their games, so when they make a comic about videogames, the comic tends to be funny. And most of their comics are about videogames. Now, what does that tell you? Visit them anytime at: www.penny-arcade.com

JOHN SCALZI
He's a writer of science, fiction, and science fiction; a media reviewer and an ordained minister—and he's going to let you read his newest novel (*Old Man's War*) for free at his website. Of course, donations are always nice, too. www.scalzi.com

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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EARLY CHILDHOOD RATING	**EVERYONE RATING**	**TEEN RATING**	**MATURE RATING**	**ADULTS ONLY RATING**
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.	The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.	Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.	These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.	The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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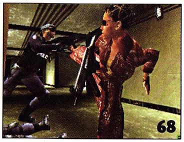

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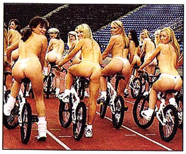
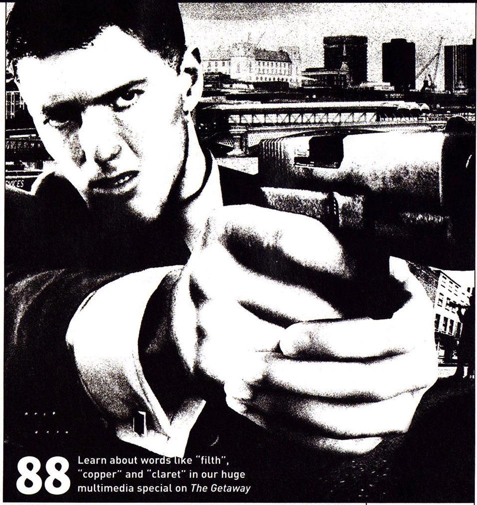
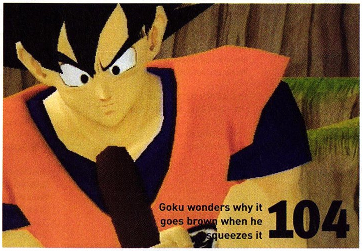
The gals of *FFX-2*, another wacky game promotion, and the new home of Penny Arcade and PSAT.





88 Learn about words like "filth", "copper" and "claret" in our huge multimedia special on *The Getaway*



Goku wonders why it goes brown when he squeezes it **104**

London's calling. Will you answer? Find everything about Sony CEA's crazily ambitious crime drama in our cover story.

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THE GETAWAY
ENTER THE MATRIX
THE SIMS
DRAGONBALL Z
SPLINTER CELL
MIDNIGHT CLUB 2
VICE CITY
007 NIGHTFIRE
RATCHET & CLANK
2000+ RATINGS

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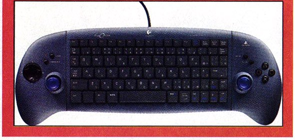

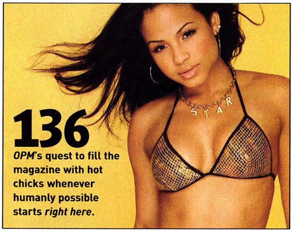

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***OPM*'s quest to fill the magazine with hot chicks whenever humanly possible starts *right here*.**

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Ratchet & Clank
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Black & Bruised
Run Like Hell: Hunt or be Hunted
Shaun Murray's Pro Wakeboarder
Def Jam Vendetta

VIDEOS
James Bond 007: NightFire
Grand Theft Auto: Vice City
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BEHIND THE GAME
War of the Monsters
Red Faction II
The Getaway

COOL MOVES
Evolution Skateboarding
NHL Hitz 2003
Romance of the Three Kingdoms VII
Gravity Games Bike: Street, Vert, Dirt
Wild Arms 3

DOWNLOADS
Stuntman
Aggressive Inline

THE UNDERGROUND TEAM
Demo Disc Producers **Gary Barth, Manuel Sousa, Michael Tyau**
Marketing Team **Shelley Ashitomi, Jesse Caid, Sarai Sequeira, Kim Yuen**
Executive Producer **Andrew House**
Music Composition **Nathan Brenholdt, Ashif Hakik**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

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3D Artists **Jason Robinson, Philip Williamson**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**
CD Animation Introduction by Secret Weapon
Principals **Wes Harris, Ryan Ramirez**
3D Animators **Jamie Chu, JonJay Montemayor, Bryan Poon**

SPECIAL THANKS
Tom Gillan, Gerald Martin, Jim Williams, Steve Williams

VICIOUS!

THE GETAWAY LEADS THIS MONTH'S DEMOS

When you're done getting gritty on the mean streets of London, check out these fun and educational ways to pass the time with the other great demos on our disc. And don't forget to check out all the videos and other extras you'll find beyond the playables.

OFFICIAL U.S.
PlayStation
MAGAZINE
Issue 65
NTSC U/C
DVD-ROM
SONY
RP-M

DEF JAM VENDETTA

THE DETAILS:	HAVE YOU TRIED...
Pick from one of four wrestlers (Def Jam artists Redman and Method Man represent), then get yo' wrestle on at a nightclub. You've got four minutes to put your opponent down.	**...a flying elbow?** Run at the ropes with Redman by pressing Circle, then when you're near the ropes, press X. The ropes play like a trampoline. **...ball-busting?** Play as Redman and build up his Special meter (use the right analog stick to taunt, even). Once the meter's shimmering, push the right analog. Then get close to your opponent and hold X for a strong grapple. Then push the right analog.

ATV: QUAD POWER RACING 2

THE DETAILS:	HAVE YOU TRIED...
Holy crap. The first *ATV: QPR* was complete and utter garbage. What the heck happened?! This game is fun, looks sharp, and seems startlingly realistic compared to *Offroad Fury*. Neat.	**...nailing a backflip?** Charge up your Jump meter and pull back on the stick before you leave the ramp. Invert for a front flip. Try two in a row. **...getting a 200-point Wheelie, Stoppie, or Bicycle?** Your best bet with a Wheelie is to do it downhill. We're not really sure why. Stoppies are best uphill, and to pull off the Bicycle, you'll need to just keep revving around in circles. Go slow for all of these.

BLACK & BRUISED

THE DETAILS:	HAVE YOU TRIED...
Cel-shading hits the boxing circuit, and while it looks really nice, we've got some serious complaints in the control department. Still, those characters...they're like, cartoons, or something.	**...powering up?** Hit R2 and you gain some extra juice in your swing, as well as a little extra speed and agility. If the whole game controlled like this, we'd be looking forward to it a lot more. **...not getting annoyed by the kung fu-film voiceovers?** Why on Earth would we want to sit there and listen to two cookie-cutter characters trading lines of strained dialog? We wanna fight!

RATCHET & CLANK

THE DETAILS:	HAVE YOU TRIED...
This enormous, two-level demo will give you a pretty good idea of what *Ratchet & Clank* is all about. You get to galumph around the vast expanses of both Blackwater City and Metropolis.	**...getting the Heli-Pack upgrade?** In Metropolis City, you'll be able to buy this handy gadget at Al's Robot Shack. Once you have it, head on back to the beginning of the level and see if you can access any new areas. **...escaping the flooding rooms?** This is one of the hardest sections of Blackwater City. Here's a hint: The running Heli-Pack jump covers ground quickly.

DARK CLOUD 2

THE DETAILS:	HAVE YOU TRIED...
Visit a town, visit a dungeon, fight a boss, or watch two movies, one of which features the Georama elements of the game. Can you believe how much better this looks than the original?	**...thinking up an invention?** Take photos of a pipe, a milk can, and a belt. Then hit Triangle and choose Make. Pick the three photos as "seeds" of an invention and you'll create a jetpack (or "back tank" as this version so charmingly calls it). See what else you can come up with. **...getting people to pose for you?** Most characters will ham it up for the camera.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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TEEN
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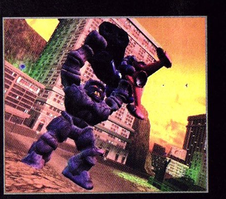
CONTENT RATED BY ESRB

Violence



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THE ESRB VIDEO & COMPUTER GAME RATINGS

Find out whether a computer or video game is right for your home.

Learn more about the Entertainment Software Review Board rating system and how games get rated on **www.esrb.org.**

EARLY CHILDHOOD

Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.

EVERYONE

Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.

TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.

MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.

ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not inten-ded to be sold or rented to persons under the age of 18.

RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

Visit www.esrb.org or call 1-800-771-3772 for more info.

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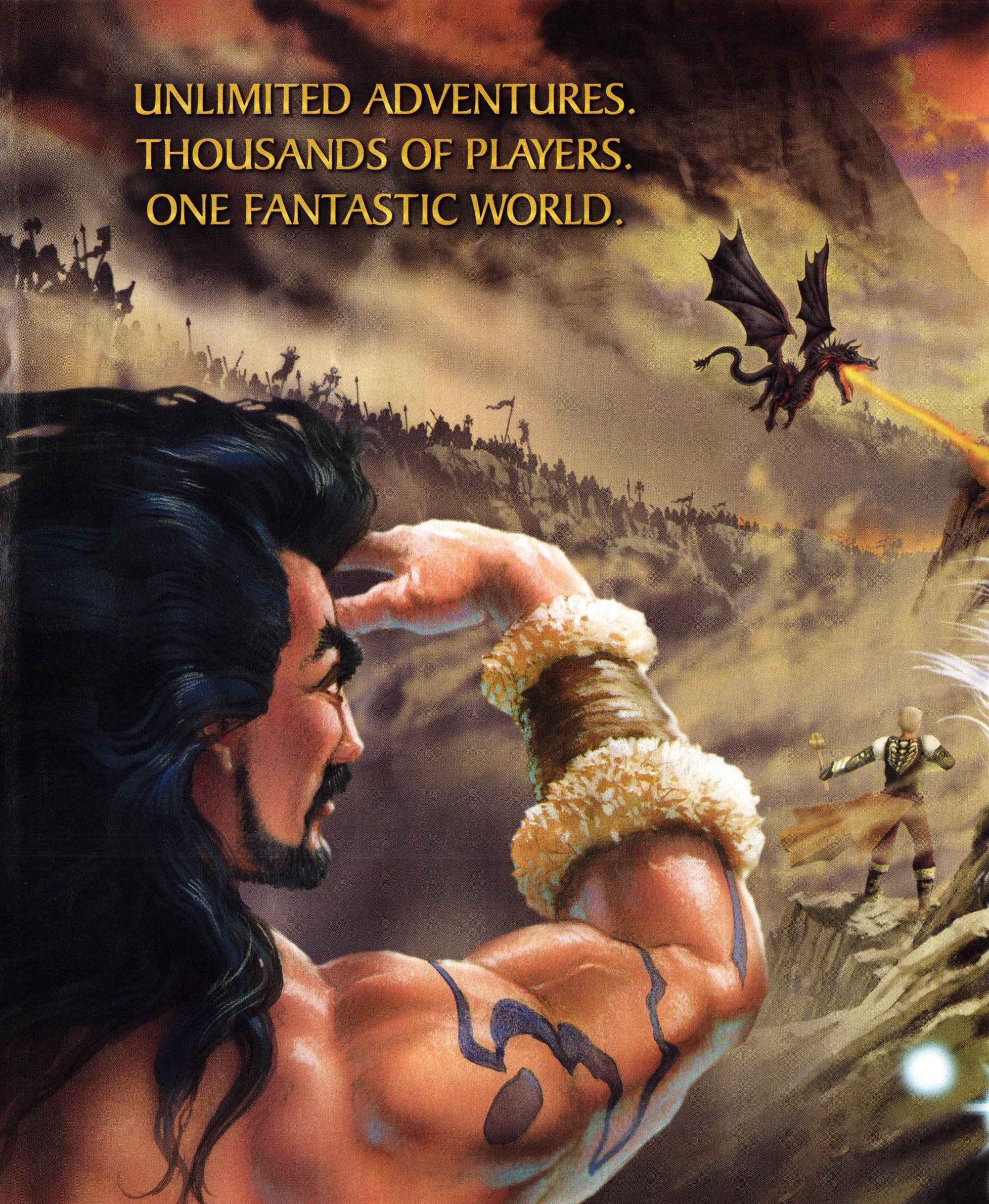
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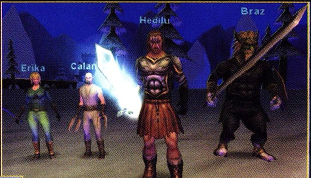
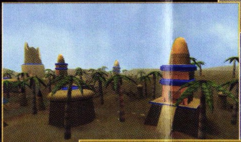


Customize your character's name, face, armor, abilities, race and class—from barbarian warrior to elfin wizard.



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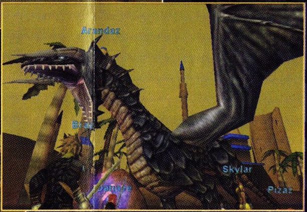

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Hedilu
Calan
Pizaz

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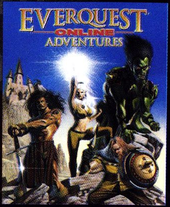

TEEN
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CONTENT RATED BY ESRB
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Suggestive Themes
Violence

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GOING BLUE EARLY: Traci Lords starred in adult films before going legit. Here are our favorite titles: *Whore of the Worlds, Tailhouse Rock,* and *Porn In the U.S.A.*

Official U.S. PlayStation Magazine
WAR OF THE MONSTERS
THE MAKERS OF TWISTED METAL: BLACK GO APE!
MONSTER REVIEWS!
RYGAR
007 NIGHTFIRE
MORTAL KOMBAT
CONTRA
BMX PG13
PLAYABLE PS2 DVD
GTA: VICE CITY
HITMAN 2
TIMESPLITTERS 2

Looks like you are as excited about War of the Monsters as we are. After putting it on last month's cover, we've gotten scores of responses, including this enthusiastic note from Joel Tonda: "War of the Monsters kicks ass really hard." That it does, Joel. Check out the other reader responses inspired by our "monstrous" January issue.

Rockstar's Cruel Trick

LETTER OF THE MONTH

Never have I made a more painful mistake than now. When I first received *Grand Theft Auto: Vice City* in the mail, I played nonstop. In fact, in my first run, I managed to pull off 92 percent in about a week without cheating or using a strategy guide.

I figured I would buy the strategy guide simply to complete this hard task of getting 100 percent. So, I played through everything this time, getting 75 percent within the first four days (aren't games easier when you've played through them before?).

That being said, I don't think I've met one person who doesn't like to cheat when they are having fun with *GTA*—slow motion, the ever-glitchy Gore mode, etc. So I printed out the cheats to *Vice City* promptly.

Three days ago, I accomplished everything in *Vice City* except for the Shooting Range. I could not, no matter how many times I tried, beat the shooting-range goal of 45 points. I broke and cheated. With slow motion, I easily beat the mission. I was satisfied for the night at the 98 percent.

Then I read a frightening and morbid rumor on the Web. I continued to beat the game (finishing Fire Truck and Ambulance missions with flying colors), only to find the rumor was true. The Lock-down system! The rumor was that if one cheated during *Vice City*, the game would lock down your percentages so that you could never exceed 99 percent.

My heart ached in horror at the site of my percentages. I have to play *all over again*.

This is a warning, citizens of Vice City. I will now proceed to weep in a corner.

Sean Marks
lgabriel3@yahoo.com

The old adage: Cheaters never win and winners never cheat holds true. But ouch, Rockstar. This is one cruel "trick."

Tenaciously Yours

I just had a flash of pure genius! What if someone were to make a Tenacious D videogame? Think about it and realize the potential. Seriously, who wouldn't want to buy a fighting game in which you could be Wonder Boy, Young Nasty Man, Shiny Demon Thing, etc.? Or even better, an action-adventure game called *Tenacious D: The Wrath of K.G.* You play as K.G., and you smash up things with your guitar. Or you can be Jack Black and use your "inward singing" to talk K.G. into resolving the argument. It would soar to the top of the charts and break records in a single day. Let's hope some major game developers take notice of this letter. I am crossing my fingers while I type (and it's really starting to hurt).

Sammy Stern
feeblegib1@hotmail.com

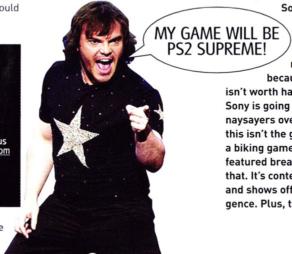
With *Def Jam: Vendetta* taking the chance of tying hip-hop and games, we're hoping there's even more weaving of pop culture and games. But we'll do our part to put a big picture of the beautiful Jack Black on our cover if the time comes. Deal?

Wrongly Censored?

Does the ESRB rating system stand for anything? I used to explain to people that, in my opinion, the PS2 was really the system for adults. Now, all of the sudden PS2 is the *only* system to censor the game. Bad move. This signals the end of my PS2 gaming career. Obviously, I'll be finishing *Vice City* before I sell my system, but I feel the need to make a statement and try (as small as my singular effort may be...) to send a message to the gaming companies: *There are adult gamers who will support adult gaming*. If you are going to enter the arena of adult gaming, do it right. Let the rating system do its job (ESRB gave the the game an all-clear "M for Mature" rating. Not the dreaded "Adults Only" that Sony said was the only thing it wouldn't allow). So, stand by it! The whole reason for having a rating system is so parents can look at a game and say, "Sorry, kid, it says here that there's boobs (or maybe lots of violence).... Have to wait to get this one till you're an adult." Anyone heard of XXX movies? Seems like the rating system for those has worked.

gamer69z@witty.com

The point you're missing is that Sony's adult enough not to worry about the repercussions of banning the nudity in *BMX XXX*—because it's a game that isn't worth having on a system. If Sony is going to go to war with naysayers over showing breasts, this isn't the game to do it in. It's a biking game that previously featured breasts. Think about that. It's contextually ridiculous and shows off no signs of intelligence. Plus, the game stinks.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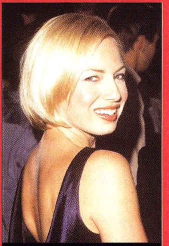
GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com.


Traci Lords

IF YOU COULD BE IN ANY GAME...

severous84 posed an interesting question to his fellow posters: "If you could jump into a game (enter it), which one would it be? Any genre. I'm gonna go with *Medal of Honor: Frontline* or the new *Defender*. I wanna play the hero. Also, I'd get Kyoto in *Defender*, aka Traci Lords (who provides the voice for the character). Sweet."

"Definitely a *Metal Gear* game!" enthuses **irishmalt**.

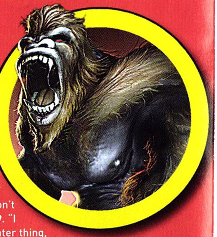
"BMX XXX. Just kidding!" (Yeah, right, **Lord_Shimazu**!)

"Probably *Way of the Samurai*. Get to hang out in feudal Japan and walk around with a katana. How cool is that?"

"*Super Mario Bros.*," says **BombaJoe**, referring to one of those "other" game systems. "I'd wanna be Bowser and just sit in my level 8-4 castle all day, every day, on that damn bridge over the lava, hoping Mario can avoid going 'game over' just to make it to me—so I can kill his ass."

"*Lara Croft's Naked Trampoline Party*. Um...did I say that out loud?" Yes you did, **Am-I-Evil**. Yes, you did.

ONE MONSTER GAME



Readers are expressing their enthusiasm (or lack of it) for our *War of the Monsters* demo in the January issue. "This is the most fun I have ever had in a game," says **DBZgod**. "I own *Vice City*, *SOCOM*, and many other games, yet *somehow* they are all taking a backseat to the *Monsters* demo."

"It really did come out of nowhere," contributes **GamerGuy00**, "and it's great!"

"I played the demo, and I don't really like it," whines **neelix79**. "I am just not into the whole fighter thing, and I find it kind of boring."

"I had fun with it," says **ChronoSquall14**, "but MAN—that camera is tough to get used to. Jeez."

"Me and my bro have been playing it for like three days straight now," adds **XenocideUA**. "Only complaint I have is that once someone starts jamming an attack button, you're pretty much helpless until you get thrown clear across the screen. Also, blocking an enemy's attack doesn't seem to give you an opening to attack them back....just to run away."

Meanwhile, **Alexia-Ashford** is torn between *Monsters* and *Robot Alchemic Drive*: "I played both demos. Both are great! I can't decide which one to buy. I like the fast-paced action of *Monsters*, but the slow pace of *RAD* plus its pilot-perspective viewpoint give a more realistic sense of controlling a giant robot. Also, *Monsters*' button-mashing controls make it a good party game, yet *RAD*'s more complex controls give it a deeper feeling. While *Monsters* has more characters to control! Which do I buy?"

No one will mind if you play naked.

ONLINE™

BROADBAND AND DIAL-UP

Look for this icon on ATV Offroad Fury™ 2 and other PlayStation® 2 games with online capability.

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PLAY IN OURS.™

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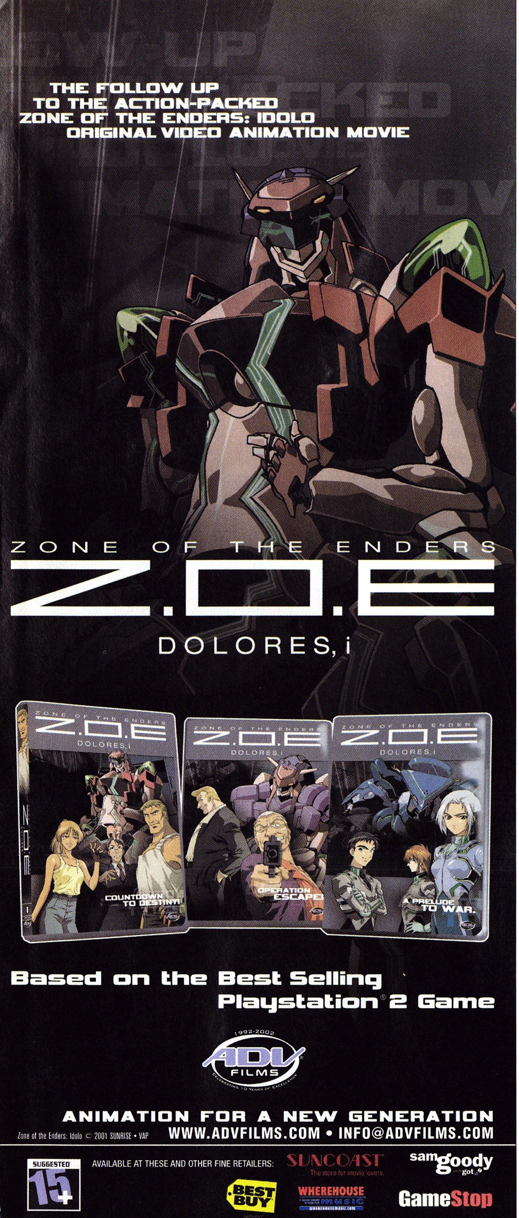

THE FOLLOW UP
TO THE ACTION-PACKED
ZONE OF THE ENDERS: IDOLO
ORIGINAL VIDEO ANIMATION MOVIE
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INPUT

All the reader mail that's fit to print

QUICK HITS

THE ARGOS?
I'm a Canadian gamer, and I want a Canadian Football League game! There would be nothing better than taking the Argos through a dynasty or playing at a stadium I've actually been to. Plus, our balls are bigger!
Anne Fisher
afisher001@sympatico.ca

A football game with talentless no-names? We'll just play *NCAA Football 2003* with the Tulsa Hurricanes, thank you very much.

CAN'T PLAY THAT ONE
I know this is a long shot, but is there any chance of *Triple Play 2003* being online?
khaotixmind@bmts.com

Nope. Because *TP* is dead—EA is replacing it with *MVP Baseball*. No word yet if it'll be online.

HOT STUFF
Do you think the blonde girl from *Rygar* looks like Britney Spears?
Krilley84@aol.com

Check out Dream Cast (pg. 48) for our answer!

Set the Record Straight

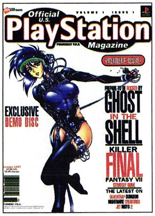
Who wrote your coverage for *BMX XXX*? A woman or a gay man? It's got boobs, jokes like "Hot salty nut-sacks here!" and the gameplay is good. Yet, you continue to say you don't like it? What's up?
Dan Copenharve
dcopenharve@hotmail.com

If you've not liked what we've said about the game in the past, you surely won't like Mr. Zuniga's review this month. Though Todd makes himself an easy target for jabs of all manner, it doesn't change the fact that *BMX XXX* is a bad game. The control is average, the camera is atrocious, and the name Copenharve is dumb. You like salty nut-sacks, too?

First. *OPM*. Ever.

I really, really, really want to see the cover of the first *OPM* ever. Can you tell me how it looks?
from hadiff789@yahoo.com
Nayyer Habeebuddin
hydarabadi@msn.com

Because we at *OPM* have always had a soft spot for the last name Habeebuddin, we'll do one better than describe it. We'll show it to you right...now.


Official U.S.
PlayStation Magazine
VOLUME 1 · ISSUE 1
PREMIERE ISSUE
EXCLUSIVE DEMO DISC
GHOST IN THE SHELL
KILLER FINAL FANTASY VII STRATEGY GUIDE
THE LATEST ON
DUNGEON
NIGHTMARE CREATURES
JET MOTO 2

Online Gaming Blues

With Xbox's new live online campaign, I'm worried my PS2 is falling behind. What's the deal? It seems every game coming out on Xbox is online now, and my *SOCOM* needs a break. Here are some ideas for PS2 online games: *StarCraft*, *WarCraft 3*, *Armored Core*, *Gran Turismo*, *TimeSplitters 2*. Heck, even *Monopoly* would be a treat! Give me a hint for what's in store for online console gamers like me.
Laguna Loire
sagapenn02@hotmail.com

Not much of a *Madden* gamer, huh? Maybe you should try a PC with that game list? For PS2 online, you have to be patient (we've stopped getting frustrated when our favorite games don't appear online). The good news is that the next *TimeSplitters* will be online, as will the next *Gran Turismo*. As for *Armored Core*, it was online in Japan, but the set-up isn't read here yet.

Poppin' Wheelies

In your *OPM* issue 64, page 145, when you mention riding wheelies in *Vice City*, you say, "...try to keep a wheelie for 20 seconds." I did this a long time ago, and I beat 20 seconds by an assload—which is a lot, mind you. My personal record is 573 seconds, or 9 minutes, 33 seconds. I know it won't be hard to do, but I want to see if anyone else can beat my record (or already has). I'd like to start a time war, much like one with the Dodo flight time in *Grand Theft Auto III*. That ended with someone named "noops" flying for roughly 49 hours straight (or at least leaving flying, pausing, etc.).
Zach Durlin
zquid@hotmail.com

We're having a hard time believing you, because we've only been able to keep an 11-second wheelie (we were pretending we did 20 seconds). What's your trick? And who can beat Zach's time?

Official Contest Rules

OPM LETTER OF THE MONTH Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address and phone number together with your comments to "OPM Letter of the Month", c/o Official PlayStation Magazine, 101 Second St., San Francisco, CA 94105; or send an email to opm@ziffdavis.com. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a Logitech cordless controller. Grand Prize has an approximate retail value of at least $30. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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7 Untold Stories

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- Four New Challenge Modes!
- New "Very Hard" Difficulty Level!
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TEEN
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CONTENT RATED BY ESRB
Mild Language
Violence

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The patent application claiming "Character Group Battle Method" is pending before the USPTO.

YOU'RE LOOKING AT THE MOST ELITE COMMANDO UNIT ON THE PLANET.
SOCOM
U.S. NAVY SEALS

INPUT

You asked, so we answered

ASK US ANYTHING!

From bad data to books to Syphon Filter

BASEBALL ACROSS AMERICA

Q. Why hasn't there been much talk of any online baseball games?
Vankoyic@aol.com

A. Because it's freezing outside. Next month, we'll have baseball information for what looks to be an awesome gaming season for hardball fans.

CORRUPTED!

Q. Little blue boxes keep showing up on my PS2 memory card that say "Corrupted Data." What exactly are they, and can I delete them?
Walker Donaldson
picolo@ntwrld.com

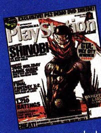
A. It's basically a data file that's been bitten by a bug, and then it won't load anymore. Delete away—it's useless in its current state.

WHAT'S IN A NAME?

Q. Why is Infogrames called Infogrames? Doesn't "Infrogames" or "Inforgames" sound/look better? I know it's French, but what's up with the name?
Nick Riley
SpideyBuddy@msn.com

A. For better (and easier) name recognition, the company has started putting its ownership of Atari to good use, branding many of its games as such. Seems Infogrames tired of being chastised for its Frenchness. Can you blame 'em, really?

START THE PRESSES

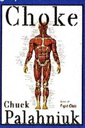


Q. I have been curious about this for a while: How early do you send a magazine to the presses before it's actually out on shelves? The December 2002 issue was due out on shelves on November 5. So when would you have finished it and sent it off to be printed?
irishmalt
(from the *OPM* message board)

A. We're actually about 11 months *ahead* of schedule—you guys are gonna go *nuts* over our preview on *GTA: Reykjavik*! Seriously, we have what's called a one-month "lead time." Right now, on December 11, we're finishing up the issue that will hit store shelves on January 14. Many popular magazines have four- to six-month lead times—but we wouldn't be timely if we had just reviewed *Sly Cooper*.

FIGHT CLUB

Q. I love games, but I want to read more books, and James Joyce sucks. (I hope Mr. Winters, my English teacher, doesn't read *OPM*!) Anyhow, I read *Fight Club* because I worship the movie. I loved it! Will I like the writer's other books?
Darnell Williams
dwill2640@yahoo.com



A. *Choke* is another Chuck Palahniuk best-seller, plus the movie rights have been bought. But we liked *Survivor* the best. So read that, though it starts out slower than *Vice City*. Another book to check out if you want to read (but don't like the high-school curriculum stuff): *The Best American Non-required Reading 2002.* You'll love it.

WE'RE #1!

Q. I heard Rockstar is the second-biggest third-party publisher, and Infogrames is also up there. Where can I see this entire list? And for God's sake, who is No.1? No one ever says who is the biggest.
Paul James
nbk17@yourmom.com

A. EA's easily the biggest. To figure out the order, look at stock profiles for big companies and then list their market-cap numbers in order. EA is something crazy like $12 billion right now!

SYPHON FILTER: SUBSTANCE

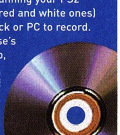
Q. Is there any chance the *Syphon Filter* series will return for PS2?
Dan Taylor
someguythatreallylikesps2@yahoo.com

A. We can verify that, yes, it's coming. Excited? No details yet, but we'll tell all once we have them!

HAVE SONGS, WILL TRAVEL

Q. I made my own *Frequency* remixes. Can I transfer these songs from my memory card to a CD?
Jason Alvarado
alvetude@hotmail.com

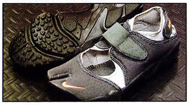
A. Nope. But try running your PS2 audio cables (the red and white ones) through a tape deck or PC to record. Like eating a Reese's Peanut Butter Cup, there's no wrong way to do it.



Walk a Mile in Shinobi's Shoes

In issue 64 you had a *Shinobi* article. You said to go to Nike.com if I wanted Hotsuma's split-toe shoes. I want them! But they're not on the site. Help.
Ryan Colby
LordIcon06@aol.com

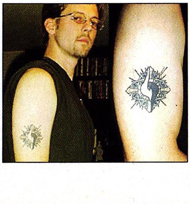
The way the Nike.com site changes, it's tough to find anything at all (let alone something on the site for a second time in two days). That's why we're showing a picture of the shoes right here. If you really want the shoes, don't try to find them online. Just go to a Niketown near you. That's where Rybicki got his!

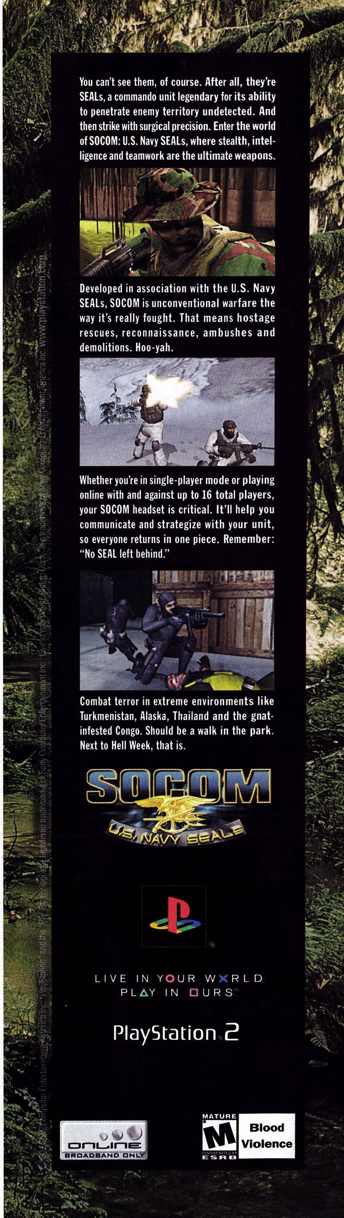


Permanent Marker

A small picture on page 23 of your January issue caught my eye. Nineteen-year-old Mary Durall had sent in a snapshot of herself with the Squaresoft logo permanently emblazoned on her left arm. Beneath the picture was the caption, "Should we be impressed...or frightened?" You should be impressed! Tattoos are used to express everything from religion to biker gang affiliation. So why not show one's love for videogames? I believe this type of expression is more common than we think, and just to show that Mary is not alone, I have attached a picture of my first tattoo. This symbol was seen in various places in *Final Fantasy VIII*. It looked so cool that I decided to have it permanently etched into my skin. Right now, I'm saving up for an *Army Men* tattoo. Just kidding. Really.
Ryan Greene
ArtemisJRG@aol.com

Our worst fears have been realized. John just had a barbed-wire *Gran Turismo* logo etched around his left arm, Gary just put a Rikku tattoo over his heart, Joe now has Yorda on his right shoulder blade, Sam has a fiery Contra "C" on his neck, Chris has a *Dynasty Warriors* logo on his right butt cheek, and Todd has an *NHL 2K3* teardrop under his right eye. This tattoo thing is sweeping the nation!




You can't see them, of course. After all, they're SEALs, a commando unit legendary for its ability to penetrate enemy territory undetected. And then strike with surgical precision. Enter the world of SOCOM: U.S. Navy SEALs, where stealth, intelligence and teamwork are the ultimate weapons.

Developed in association with the U.S. Navy SEALs, SOCOM is unconventional warfare the way it's really fought. That means hostage rescues, reconnaissance, ambushes and demolitions. Hoo-yah.

Whether you're in single-player mode or playing online with and against up to 16 total players, your SOCOM headset is critical. It'll help you communicate and strategize with your unit, so everyone returns in one piece. Remember: "No SEAL left behind."

Combat terror in extreme environments like Turkmenistan, Alaska, Thailand and the gnat-infested Congo. Should be a walk in the park. Next to Hell Week, that is.

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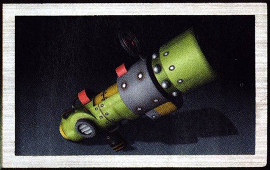
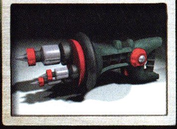
R.Y.N.O.
IT STANDS FOR RIP YOU A NEW ONE.
GET IT?



DEVASTATOR
COME ON, IT'S CALLED THE DEVASTATOR.
WHAT DO YOU THINK IT DOES?

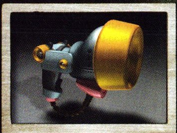
ONE GIANT STEP BACK



TRESPASSER
YOU NO LONGER HAVE TO PAY ATTENTION TO THOSE "NO TRESPASSING" SIGNS.

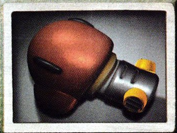
BLASTER
IT'S RAINING BULLETS AND SOMEONE FORGOT HIS UMBRELLA.

TESLA CLAW
LET'S JUST SAY THE RESULTS ARE NOT PRETTY.



MORPH-O-RAY
DID SOMEBODY ORDER CHICKEN?

TAUNTER
"YOUR MOMMA IS SOOOO FAT, NO, REALLY, SHE IS."
SEE? TAUNTING IS FUN.



WALLOPER
KNOCK YOUR ENEMIES INTO NEXT WEEK.

INSOMNIAC GAMES

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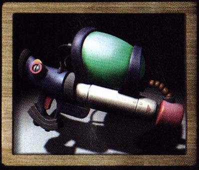
VISIBOMB

REMOTE CONTROLLED MISSILE WITH A MOUNTED CAMERA THAT GUIDES IT STRAIGHT INTO YOUR ENEMY–SAY CHEESE.

PYROCITOR

WOULD YOU LIKE YOUR ENEMIES MEDIUM OR WELL-DONE?



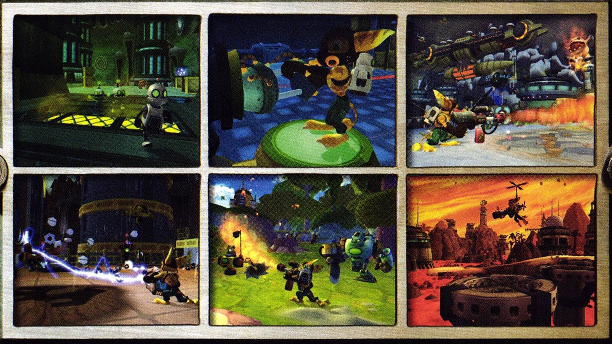
HYDRO DISPLACER

FISH OUT OF WATER!
FISH OUT OF WATER!

WARDS FOR MANKIND

RIP THE GALAXY A NEW ONE.
YOU DECIDE HOW.

Ratchet & Clank



PlayStation 2

TEEN
T
CONTENT RATED BY
ESRB

Mild Violence

SPIN

News, views, opinion, wit and wisdom

36

HERE'S FRODO!

We talk to Elijah Wood about movies, games, and big, hairy feet.

INSIDE SPIN

Your guide to everything PlayStation

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Dive into our new and improved games and entertainment calendar.

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Ms. Flower stops to ponder why her favorite hobby is so misunderstood.

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26 reasons to love your PlayStation 2, including porn star Jenna Jameson.

46 Sega Ages
Find out which Sega classics will be reborn under a new gaming label.

48 SimEmpire
Five fabulous questions with Will Wright, creator of *The Sims*.

55 Clish Maclaver
Our hot Scot tracks down the latest gossip on all things gaming.

58 Media Blowout
Three pages of CD reviews, DVD news and reviews, and other goodies.

CAST YOUR VOTES

We want to know what *you* think are the very best games of 2002, so be sure to head on over to www.playstationmagazine.com and make your voice heard!

PS2 GAME OF THE YEAR
- Grand Theft Auto: Vice City
- Kingdom Hearts
- Madden NFL 2003
- Medal of Honor: Frontline
- Ratchet & Clank
- Rygar
- Sly Cooper and the Thievius Raccoonus
- SOCOM: U.S. Navy SEALs
- Tony Hawk's Pro Skater 4
- Virtua Fighter 4

BEST RACING GAME
- Burnout 2
- F1 2002
- Need For Speed: Hot Pursuit 2
- V-Rally 3
- WRC

BEST ADVENTURE GAME
- Deus Ex: The Conspiracy
- Fatal Frame
- Grand Theft Auto: Vice City
- Onimusha 2
- Rygar

BEST ACTION GAME
- Contra: Shattered Soldier
- Hitman 2
- Lord of the Rings: The Two Towers
- Shinobi
- TimeSplitters 2

BEST PLATFORM GAME
- Haven
- Pac-Man World 2
- Ratchet & Clank
- Sly Cooper and the Theivius Raccoonus
- Ty the Tasmanian Tiger

BEST FIGHTING GAME
- Marvel vs. Capcom 2
- Mortal Kombat: Deadly Alliance
- Tekken 4
- Virtua Fighter 4
- War of the Monsters

BEST SPORTS GAME
- FIFA 2003
- Madden NFL 2003
- NBA 2K3
- NCAA College Football 2003
- NHL 2K3

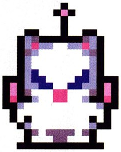
BEST MULTIPLAYER GAME
- James Bond 007: NightFire
- Socom: U.S. Navy SEALs
- Super Bust-A-Move 2
- TimeSplitters 2
- Twisted Metal: Black Online

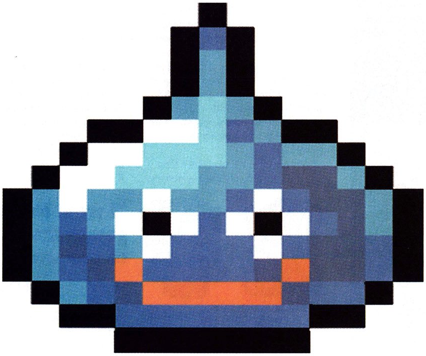
BEST RPG
- Dynasty Tactics
- Grandia Xtreme
- Kingdom Hearts
- Suikoden III
- Wild Arms 3

BEST EXTREME-SPORTS GAME
- Aggressive Inline
- ATV Offroad Fury 2
- BMX XXX
- Mat Hoffman's Pro BMX 2
- Tony Hawk's Pro Skater 4

PS1 GAME OF THE YEAR
- Arc the Lad Collection
- Capcom vs. SNK Pro
- Gundam Battle Assault 2
- The Italian Job
- Tony Hawk's Pro Skater 4

TOGETHER AT LAST





The two biggest names in role-playing games, Square and Enix, have merged into one

It's one of those things you could never imagine happening—but then it does. Square and Enix, the two biggest names in role-playing games, have merged. Starting April 1 (no, this is not an April Fool's joke), the two companies will officially become one, taking on the moniker Square Enix, Inc. Under the reorganization, Square President Yuichi Wada will become president of the new company, with Enix President Keiji Honda stepping in as Vice President.

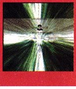
According to the two companies, the reasoning behind the merger is to combat rising development costs, along with stronger competition in the marketplace. "This is an offensive move," Wada said. "The decision was made in order to further please game players, and in order for us to survive."

It also gives both companies the ability to play off of each other's strengths. "Both companies serve as ideal complements to one another," Wada continued. "We may have big titles such as *Dragon Quest* and *Final Fantasy*, but their styles are different and they are viewed differently by players." Enix, for example, has close ties with well-respected developers like tri-Ace (*Star Ocean 3*), something Square could well make use of. Square, on the other hand, has a large presence in the American market, an area in which Enix is currently lacking. Online gaming is also a component of the merger, with Enix now having access to Square's PlayOnline tools. The possibility of a *Dragon Quest Online* is already being discussed.

Naturally, the biggest question on everyone's minds is whether or not this megamerger will result in some sort of a *Dragon Warrior-Final Fantasy* crossover. Not surprisingly, the idea is being explored. "Since both companies have come together now, I'd like to see something that could not have

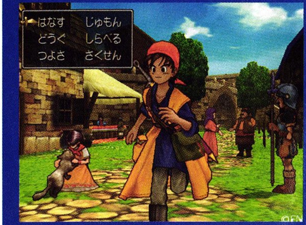
SPIN

All you other RPG developers might as well give up



Fans of the music in *Xenogears, Chrono Trigger,* and *Chrono Cross* ought to check out *Time and Space—A Tribute to Yasunori Mitsuda.* For more info on the CD, see www.oneupstudios.com.

Dragon Warrior VII For PS2

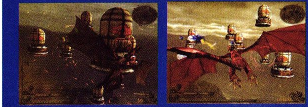


Final Fantasy may reign supreme over all other RPGs in the United States, but in Japan, it's a different story. Over there, *Dragon Quest* (*Dragon Warrior* to us) is the most popular RPG franchise, with *Final Fantasy* coming in a close second. So believe us when we say that Enix's recent announcement of *Dragon Quest VIII* for PS2 was a huge deal in Japan.

Dragon Warrior VII developer Heartbeat recently closed up shop, so Enix signed up *Dark Cloud* developer Level-5 to handle the development duties on this one (notice the signature cel-shaded look?). Series director Yuji Horii, along with other Enix team members, will still overlook game design and direction.

So who knows? With the new look and Square's involvement, *Dragon Warrior* fever may take over the United States when *VIII* hits in early 2004.

Dragon Lagoon Revealed



In addition to *Dragon Warrior VIII*, Enix also announced *Dragon Lagoon*, an RPG that takes place in the sky and on earth, similar to games like *Panzer Dragoon Saga* (Saturn) or *Skies of Arcadia Legends* (GameCube). It's being developed by Cavia, a company made up of former *Ridge Racer* and *Ace Combat* staff members that left Namco. The game boasts "seamless" action—you'll face battles on both the ground and in the air, with no transition in between. *Lagoon* hits Japan next summer and hopefully the United States soon after.

Orchestral Game Concert

Though seeing live performances of videogame music put on by symphony orchestras is quite popular in Japan, it's something that's never made its way over to the States. Until now, that is. On May 16, America will get its first live performance of game music in "Videogames Live at the Hollywood Bowl." The two-and-a-half-hour event, which takes place during this year's Electronic Entertainment Expo (E3), is said to feature "the finest composed music found in the greatest videogames of all time," according to its producers. The good news is that if you're unable to make it to the concert, you can still catch it on pay-per-view or find it later on DVD and CD.

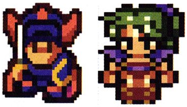
From left to right: Square President Yuichi Wada, Enix Chairman Yasuhiro Fukushima, and Enix President Keiji Honda. This is before they began fighting over who will get the largest office.

been done if we weren't together," Wada admitted. "It doesn't necessarily have to be something that crosses *Dragon Warrior* with *Final Fantasy*, however." According to Wada, though, the most important goal is simply to come up with something innovative and new. "Gamers' tastes have changed greatly over the years, and the entertainment and media environment has changed along with it," he explained. "The question is, How can we connect with this change and innovate with it? The aim of this merger is to build a new structure that's capable of producing the innovation we need."

Unfortunately, it'll likely be a long while until we actually see any games that will directly come about as a result of this merger—perhaps not until the PS3 hits in 2005. But in the meantime, the joining of the two companies should create a powerful brand and help strengthen each side's lineup. Who knows? Maybe Enix titles like *Star Ocean 3* will finally get the exposure that they deserve in the States.

Interestingly, this merger also signifies a likely end to Square's distribution relationship with EA. What's more, since Sony already owned a significant share of Square's stock, this merger now gives Sony a healthy stake in the *Dragon Quest* developer, too. Approximately eight percent of the new company's shares belong to Sony—which is perhaps why Enix also admitted to having over 20 PS2 games in development.

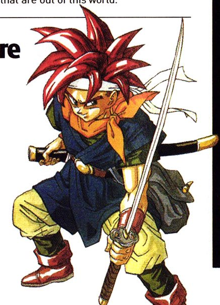
The promise for this new joint venture seems spectacular. "The idea that we'd be able to produce some amazing things if our two companies worked together is something that Wada and I have been thinking about for a long time," said Enix VP Honda. "I want to produce games that will make gamers throughout the world take notice. I want to produce games that are out of this world."



> **"I want to produce games that are out of this world."**
>
> –Enix president Keiji Honda

Previous Enix-Square Partnership?

Believe it or not, but this merger isn't the first time that the two RPG giants have worked together. Near the tail end of the 16-bit era, Square and Enix collaborated on *Chrono Trigger*, a game billed as an RPG from the makers of *Dragon Warrior* and *Final Fantasy*. Though the title was programmed by Square, many of the key *Dragon Warrior* staff, including director Yuji Horii and artist Akira Toriyama (also known for *Dragon Ball Z*), worked on the game.



DATA STREAM

Activision Go Ape

Despite recent rumors of THQ nabbing *Ape Escape 2* for the U.S., it appears Activision will now be doing the publishing honors. Look for it soon.

Greater Tactics

Koei has revealed *Dynasty Tactics 2* for PS2. Look for a whole bunch of new features and an added emphasis on combos in battles when the game hits later this year.

Geek Fest 2003

This August, the first-ever Ultimate Gamers Expo will be held at L.A.'s Staples Center. Open to the public, it's being hailed as an E3 for game enthusiasts, rather than professionals. For more info, check out www.ugexpo.com.

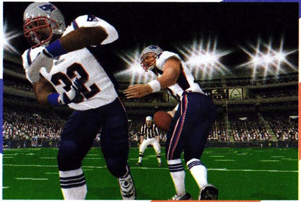
Heavenly Rockstar

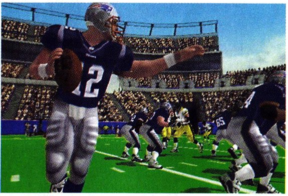
SAN DIEGO

Rockstar recently purchased Angel Studios, makers of the *Smuggler's Run* and *Midnight Club* series. Similar to renaming *Grand Theft Auto* developer DMA Designs as Rockstar North, Angel will now be called Rockstar San Diego.

(Continued) Tom Brady's brilliance continues in NFL GameDay™ 2003, where he'll take the helm for the Patriots again. This time as the starter, not the young kid waiting for a break. One thing's for sure: he's the guy that every other team is gunning for, and that's a tough spot to be in.

With this in mind, count on Brady to call a number of plays using NFL GameDay 2003's new "Hot Routes." This new feature allows the quarterback to change a receiver's pass route at the line of scrimmage based on what he sees in the setup of the opponent's chosen defense. Defenses are once again very tough in NFL GameDay 2003, where new multi-player tackling provides the most realistic football action ever. But if defenses fail to wrap up the ballcarrier, fans will see one of 70 new "break tackle" animations. This means every play will be different and guys like Tom Brady can enjoy the highest replay value ever (and add to their constantly growing highlight reels).

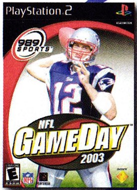


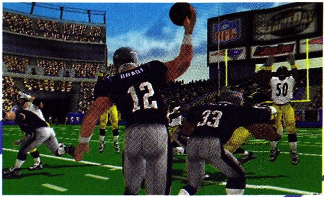


Another part of the game that Brady looks forward to is the 2,200 fluid animations, including 300 amazing new tackles and catches – all of these under the most responsive control ever offered. When defenses take hold of a man and tackle him into the ground, it's not only something witnessed, but also felt. Perhaps this is one feature that Brady could have done without.

While some players would have enjoyed the time to rest during the off-season, Brady embraced the chance to improve. In fact, even with the departure of his quarterback mentor, Brady knows the Patriots are still looking great. As is every team in NFL GameDay 2003, with thousands of polygons going into the creation of each player. In addition to that, all-new textures and lighting make sure every player jumps off the screen with incredible realism. Also, 180 new player faces give true-to-life emotion to the players, whether they're celebrating a touchdown or gathering their pride after an embarrassing sack. Sources also say Brady was "blown away by GameDay's new 60-frames-per-second gameplay," which puts the athleticism of the NFL into each player like never before.

One of the perks of being Super Bowl MVP.





NFL GameDay 2003 starts off with a bang, featuring all 32 NFL teams and updated team rosters, including the latest trades and free-agent signings. GameDay participants will enjoy the improved look of the stadium models, featuring new lighting, texture enhancements, renovations and the newest in field wear. As Tom Brady and others are on the road, they'll see new stadiums in Houston, Chicago, Seattle, Green Bay and Detroit. And at home, the Patriots will get used to a brand-new stadium of their own.

As the regular season warms up, Brady and the Pats will have their work cut out for them. Although they're a preseason pick by most to win their division, nothing is for certain. Except, of course, that Brady will see for the first time the agonizing effort it takes to defend a championship. He's going to take some licks, but you can expect to see the same kind of winning spirit that makes him a great leader and one of today's finest all-around quarterbacks.

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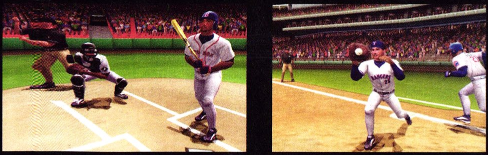
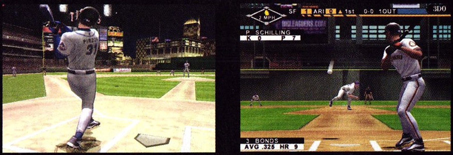


Screenshots from Xbox™ video game system



Screenshots from PlayStation®2 computer entertainment system

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RP
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Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

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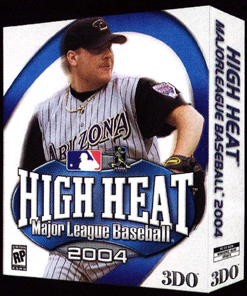
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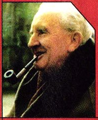
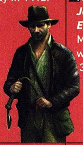
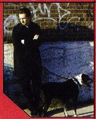
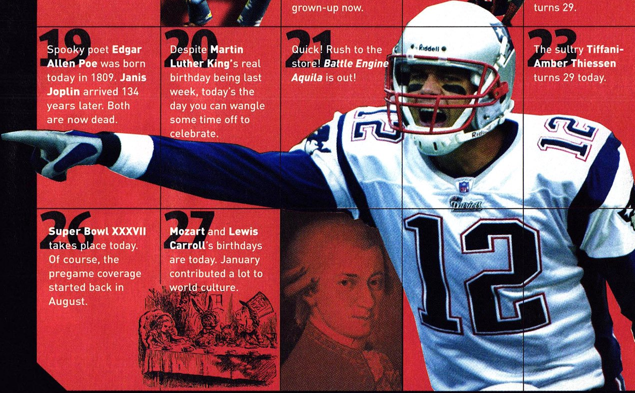
HOW TO AVOID A HOLIDAY HANGOVER

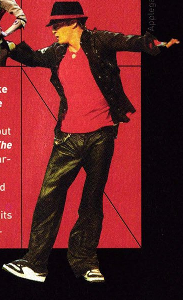
1. Never drink on an empty stomach. 2. Drink plenty of water before, during, and after the festivities. 3. Avoid the cheap stuff, especially crappy red wine. 4. When you get home, don't take a preventative painkiller. Instead, try a multivitamin chased by a big glass of water.

DATEBOOK

JANUARY 2K3

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 It's **New Year's Day**. Hope you don't have a hangover.	**2** If you lived in Scotland, you'd get today off. But you don't...so it's **back to work**. Boo. Hiss. Sucks.	**3** **J.R.R. Tolkien** would be eleventy-one (111) if he were still alive. Have you sat through the six hours of documentary footage about him on the ***Fellowship* DVD** yet?	
	6 **Joan of Arc** born on this day in 1412. 	**7** LucasArts is set to release ***Indiana Jones and the Emperor's Tomb***. Maybe **Nic Cage** will want a copy for his 38th birthday. Or maybe not.	**8** **Elvis Presley** would be 68 if he hadn't died on the crapper. **Stephen Hawking** is a sprightly 61.		**10** The ***25th Hour***, starring **Ed Norton** and **Philip Seymour Hoffman**, is the first must-see movie of 2003.	
		14 ***The Sims*** is out. Manage the toilet habits of your PS2...thrilling, huh? If you don't like the sound of that, buy this month's cover star, ***The Getaway***, instead. **LL Cool J** turns 35; apparently, he's a grown-up now.	**15** **Chuck Berry** born 1926 and **Martin Luther King Jr.** born 1929. To celebrate, head to the comic book store and buy ***Amazing Spider-Man #49***!	**16** Robert Redford's **Sundance Film Festival** starts (www.sundance.org). Expect lots of cool digital movies to get attention. Elsewhere, space shuttle flight **STS-107** is scheduled, and **Kate Moss** turns 29.	**17** It's all about the Benjamins. Spend a crisp, new $100 bill to toast **Franklin**, who was born on this day in 1706. ***National Security***, starring **Martin Lawrence** and **Steve Zahn**, looks mildly amusing.	**18** **Slamdance Film Festival**, the anti-Sundance event, begins. People attending even don't like Robert Redford.
19 Spooky poet **Edgar Allen Poe** was born today in 1809. **Janis Joplin** arrived 134 years later. Both are now dead.	**20** Despite **Martin Luther King**'s real birthday being last week, today's the day you can wangle some time off to celebrate.	**21** Quick! Rush to the store! ***Battle Engine Aquila*** is out!		**23** The sultry **Tiffani-Amber Thiessen** turns 29 today.	**24** **Christina Applegate** mixes it up with **Gwyneth Paltrow** in their new movie, ***A View From The Top***. Take a date!	**25** **Virginia Woolf** was born today in 1882. Jeez, can't we find anyone better than that?
26 **Super Bowl XXXVII** takes place today. Of course, the pregame coverage started back in August.	**27** **Mozart** and **Lewis Carroll**'s birthdays are today. January contributed a lot to world culture.				**31** **Justin Timberlake** turns 22. **Minnie Driver** is 10 years older, but still lovely. ***The Recruit***, starring **Al Pacino** and **Colin Farrell** hits theaters.	





Applegate and Timberlake photos from wireimage.com

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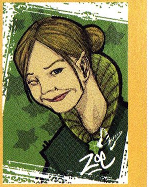
Ko-wee!
KO-WEE! KO-WEEE!!

Guess Who's Back?
On its website, Sony recently asked for fan-created character designs for the "next *Sly Cooper* game." Guess that confirms we'll be seeing Sly again soon.

The Power of X
Sierra is working on a new PS2 *X-Files* game for release this summer. Featuring survival horror-style gameplay, the title will include voiceovers from Gillian Anderson and David Duchovny.

ZOE'S WORLD

A BRIEF HISTORY OF WASTED TIME



My mom paid me a surprise visit the other day and, much to my dismay, interrupted a serious fantasy of mine as I was kicking ass as Aragorn in *Lord of the Rings: The Two Towers* (alas, this is probably the closest I'll ever get to Viggo Mortensen). She was quick to chide me for my obvious time-wasting, and while she never denied me the right to play games as a child, her perspective seems to represent all too many adults. Games are for kids, they feel, and merely a waste of time for adults. She'll just never understand the level of storytelling, interaction, or enjoyment games offer.

When I questioned *her* favorite hobby (she's a big-time bookworm), I discovered she spent an average of four hours a night during the past two weeks devouring a series of dauntingly thick novels. But it's not as if she's studying *Crime and Punishment*—we're talking cookie-cutter crime thrillers with lots of steamy scenes and tense moments involving a hardboiled New York cop chasing a Russian ex-spy. "Those in glass houses shouldn't cast heavy books at their daughters," I told her. But this did get me thinking about how every form of entertainment in history has been construed by one generation as the proverbial time killer or, even worse, a crime.

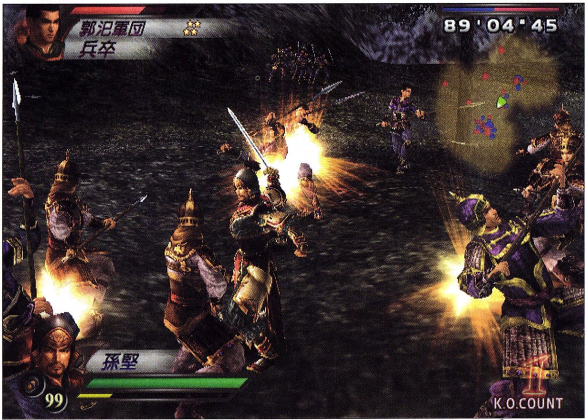
My mom's a child of the Beatles generation, when rock 'n' roll was the devil's creation, radio caused mass panic, and TV began to ensnare our collective senses. It reached a point where parents told their kids that watching too much would cause blindness (or was that masturbation?). And it was my granddad who reminded me that even reading fiction in the early part of the 20th century could lead to an untimely demise, and that he himself had snuck to the cinema against his parents wishes, fearing he would go to hell for such heathen acts.

So, why the negative reaction each time a new medium for creative expression arrives? Could it be that people fear the addictive nature of entertainment so much that a negative connotation (whether truth or rumor) must be attached? Today, videogames are bearing the brunt of parental complaints—whether it's simple time wasting or accusations that games create murderers.

Yesterday, I watched a 3-year-old navigate through *Ratchet & Clank*'s opening level. I smiled, knowing she'll grow up understanding that playing videogames is as normal as sitting through three-hour-long films (did anyone else get a sore bum watching *Harry Potter*?). As for time wasting, I started wondering what might come next.

Perhaps one day I'll find myself throwing virtual stones at my own child's house.

Zoe Flower writes, illustrates, and does funky things in front of a TV camera. www.zoeflower.com



BATTLE CRY

Koei wages war with Dynasty Warriors 4

We've known for a while now that Koei has had a new *Dynasty Warriors* title in the works—but only now have we heard anything beyond its promise of a March release. So, what's new for *Dynasty Warriors 4*? Few confirmed details have surfaced, but the addition of *Onimusha*-style magic should spice things up quite a bit. Also, expect to see large-scale siege engines like catapults and battering rams, plus officer duels that you control. But will all this be enough to keep us interested for a fourth round? We'll know soon!

GT SELLS CARS

Auto industry figures out what we've known all along

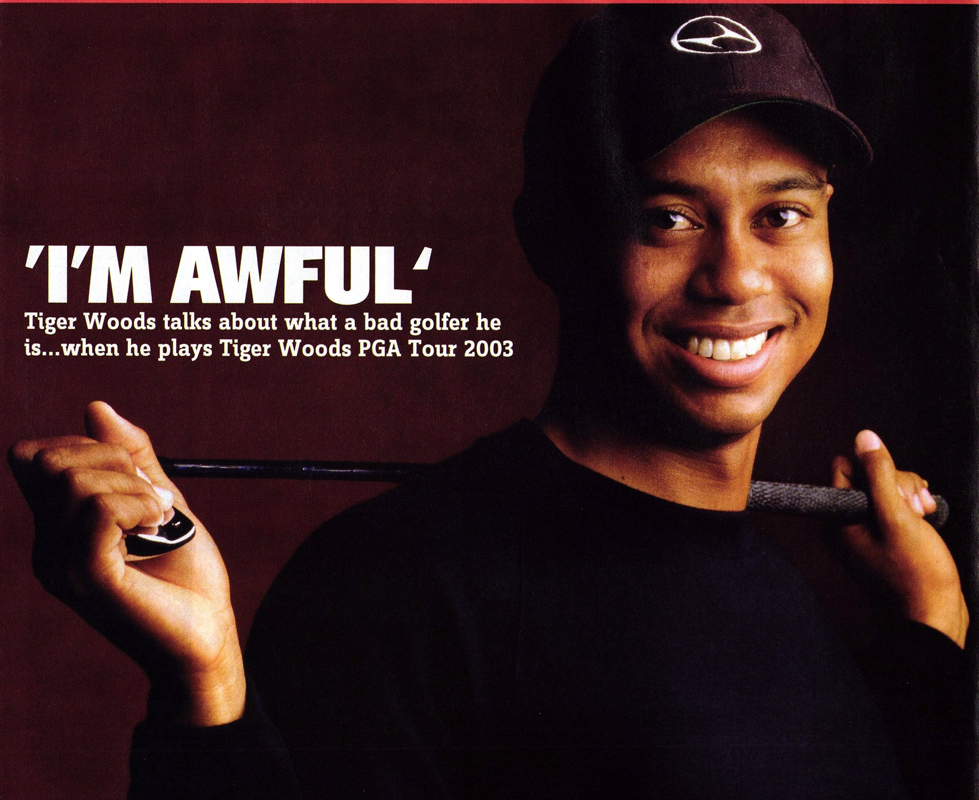
The Mitsubishi Lancer Evolution has never been available in the United States. But now, Mitsubishi Motors is planning to release the Evo sport sedan, slated for rollout in early 2003. The reason? *Gran Turismo*.

That's right: Polyphony Digital's 30-million-selling series has proven so influential to buying decisions that auto companies are finally beginning to take notice. "There's no doubt that *Gran Turismo* played a huge role in our decision to launch the Lancer Evolution in the United States," claimed a spokesman for Mitsubishi in a recent *Reuters* article.

Furthermore, *Reuters* reported, Nissan and Subaru have both made business decisions based on *Gran Turismo*'s popularity: Subaru with the Impreza (available now in the United States) and Nissan with the Skyline GT-R, scheduled to be unveiled here in the next model year.

Kazunori Yamauchi, *GT*'s producer, has always been confident about the series' power. In our January 2001 cover story, he told us that Aston Martin had thanked him for broadening its brand awareness in the United States. "I believe that the *GT* series has become the biggest automobile media in the world," Yamauchi said. Looks like he was right.

For Tiger Woods' recent appearance on *The Tonight Show* to promote *Tiger Woods 2003,* EA created a custom Jay Leno character to compete against Tiger in the game.



'I'M AWFUL'

Tiger Woods talks about what a bad golfer he is...when he plays Tiger Woods PGA Tour 2003

He's one of the greatest golfers to ever swing the blade. But to some PS2 players, Tiger Woods is just the name of a great golf videogame. Like John Madden and Tony Hawk before him, Tiger's name has become so synonymous with *Tiger Woods PGA Tour* that it's become a brand unto itself. It has, in essence, transcended Tiger Woods. Which might be a little weird for the golf pro to accept—but, considering that he's not very good at his own game, transcendence is the least of his worries.

How involved do you get in the development of the game?
They always show me early versions of the game, and I look at things like how the players swing. That's one of the things, I think, that's gotten better and better. But then, the people who make the game really pride themselves on making it as realistic as possible.

How do you feel about the way you look in the game?
I love it because they make me look all buffed out. I wish I were that big in person.

Do your fellow pro golfers ever make fun of you for being in a videogame?
Yeah, some of them give me a hard time. Mark O'Meara ribs me a lot for it. But they also ask if they can look bigger, too.

Are you into videogames?
Yeah, I play videogames all the time. I've been playing them since early elementary school, on the Atari 2600.

What games have you been playing lately?
I just got the new *Madden*, so I've been playing that. I like it a lot.

Do you ever play any of the goofier golf games, such as *Outlaw Golf*, or do you find their irreverence for the sport to be, well, blasphemous?
I don't play them at all. I understand where they're coming from, why someone would take a lighter approach, but I'm such a competitive person that I want to play a game that's as realistic as it can get. That's why I play *Madden*, because I know I'll never be able to play pro football, but that game is as close as I'll ever get to the pros without getting my head taken off.

Speaking of Madden, is it weird for you that your name has begun to transcend you and become a brand of videogame the way Madden's and Tony Hawk's have?
Yeah, that is a little weird. I've never thought about that before. When I was a kid, playing videogames, I never thought I'd have my own, let alone have my name, as you said, transcend me.

Are you any good at your own videogame?
I am not. I'm awful. I usually shoot in the low- to mid-80s. Thank God I don't do that in real life.

So, does that mean your friends can beat you at it?
Yes...and I've come close to breaking the controller over a buddy's head. But then you just say, "Hey, let's go play a real game."

—Paul Semel

Photo by Corbis

$500,000 The amount that English gamer Alex "Dreg" Nitkin insured his fingers for. A contestant in Korea's World Cyber Games, Nitkin wasn't taking any chances.

RING BEARER

Big movies, big videogames, and big, hairy feet are all in a day's work for Lord of the Rings star Elijah Wood

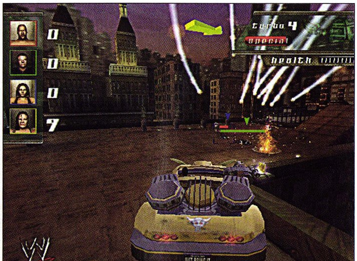
OPM: It must be a bit strange, working on a trilogy of films for so long, and then just sitting back and waiting. It's been nearly three years since shooting began....
Elijah Wood: Well, it's been two years since we wrapped principal photography, and then a year ago we actually released the first film. A lot of people questioned whether it would get old or boring or hard to speak about after so long, but with the new film out, our excitement has regenerated. Also, the fact that we went back to New Zealand earlier this year to do some pickup scenes and to work on the movie a little bit more...our passion for the movie doesn't really wane. It gets exhausting after a while, but ultimately, we still love it—at least, that's how I feel.

Hobbits' feet are very hairy. Does that apply their entire bodies?
[*Laughs*] Not necessarily. Hobbits aren't generally hairy creatures. Their feet are the hairiest part of their body—that and their head.

And big feet equate to...?
[*Laughing*] No, not necessarily. But then again, that rumor *was* started. You never know. If only Tolkien *had* gone in that direction.

And now, all those attributes are digitally rendered in *The Two Towers* game. How does that experience compare to working on the film?
It was a blast. I love videogames, so to be part of a videogame production was great fun for me. And to be able to lend my voice to it—as well as the other actors doing voice work—just makes it that much more realistic in terms of the film. It was great fun to be a part of, and the game turned out beautifully.

–Jon M. Gibson



Quick! What game is this? If you answered *Twisted Metal: Black*, you would be dead wrong, and would thus suffer the wrath of a mighty piledriver.

SMACKDOWN

A look at what's next for WWE fans

Television ratings for the WWE may be slipping, but WWE games are selling as steadily as ever. *Smackdown! Shut Your Mouth* was snapped up in droves this past holiday season, and there was a renewed interest in last year's *Smackdown! Just Bring It* thanks to its recent induction into the Greatest Hits line. With this in mind, we decided to see what's next for WWE fans.

WWE Crush Hour. Think *Twisted Metal* meets the WWE and you have a pretty good idea of what to expect from this one (see left), due out in March. Each WWE star navigates his own vehicle and dishes out the whup-ass.

WWE Online. Although it's still a ways off and will likely get a proper name, an online WWE game is in the works from THQ and Yuke's. It's still up in the air whether it'll end up being an added mode in the next *Smackdown!* or an entire online-only game. Either way, laying the smack down on your distant relatives will become that much easier.

WWE Mobile Madness. It's wrestling on the go! This winter, THQ Wireless will release a WWE title for game-enabled cell phones.

DATA STREAM

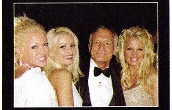
Combat Evolved

Sega is porting its arcade title *Virtua Fighter 4 Evolution* to PS2. This remix features new characters, better graphics, and shorter load times.

War Hammered

THQ is developing a first-person adventure based on the *Warhammer 40,000* universe. Titled *Fire Warrior*, the game will be out this summer.

Virtual Playboy

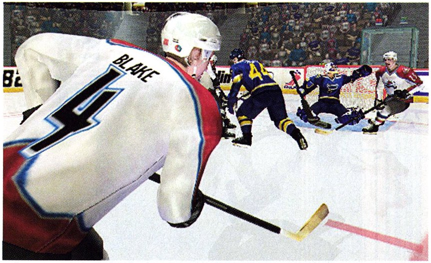


Arush Entertainment is working with Playboy to develop a *Sims*-style PS2 game. You fill the slippers of Hugh Hefner and try to build an empire. Live the life of a playboy when it hits in 2004.

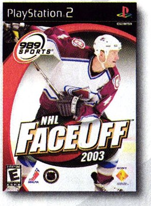
Legacy of Cthulhu

Headfirst Productions has revealed that it will bring the cult hit *Call of Cthulhu* (based on the writings of H. P. Lovecraft) to PS2 in a game called *Tainted Legacy*. Above is a first-ever character render from the game, which hits in 2004. If that's not enough, a second PS2 *Cthulhu* title is planned for 2005!

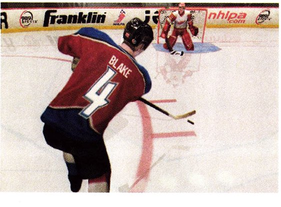
Blake wants the cup back (continued) So as another season gets underway, you can expect big things out of this Rob Blake, starting with some more of his trademark big hits. As it is every year, NHL FaceOff™ 2003 is packed with thunderous checks. And not too many players hit harder than Blake. But we all know by now that he's no thug. He's a smart, agile player — characteristics that are very accurately depicted in this year's game. Fast gameplay and tight, instinctive play-controls return once again as players battle it out every game on the long road to the Stanley Cup.



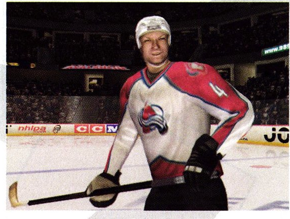
Hard-hitting game with hard-hitting cover guy.



One of the biggest changes that Blake and every other player will notice this year in NHL FaceOff 2003 is in its new presentation engine. Every game will have the feeling of playoff hockey as a new level of emotion and intensity is delivered. Pre-game warm-ups and walks through the tunnel get the guys pumped up and ready for action. During the game, players pushing and shoving between whistles, banter from the penalty box and plenty of post-game celebrations keep the intensity at an all-time high.



As they begin the 82-game regular season march toward the playoffs, one of the advantages that Rob Blake and the Avalanche have over the rest of the league is that they return all but a few members of last season's team. But they did make a few off-season roster moves. This is where Career Mode came into play. With this feature, anyone can assume the role of General Manager and build his hockey team from the ground up. Players will begin to realize that battling with NHL teams isn't done solely on the ice, as they learn to deal with free agents, trades, rookies and retiring players. Losing a strong fellow defenseman will put some more pressure on Blake, but he'll handle it. And if the past is any indication of what's to come, the Avs will make the most of the new Career Mode and make a strong trade sometime next spring to give themselves their best chance at another championship.



Teams will undoubtedly be tougher this year, due in part to NHL FaceOff 2003's addictive gameplay. The fluid, fast-paced NHL action is back, delivering more tenacious energy and non-stop hockey action. And with 1,000 new goalie and skater animations, there's a whole new feel to the league. Rob Blake is confident that the Avs look great. But a lot of teams do, especially with knockout player models running at 5,000 polygons.

The determination of the Avalanche after the disappointment of last season will make them a formidable opponent to anyone. But it's a long road to June, with many games yet to play and stars yet to emerge, each hoping to bring the Stanley Cup to his city. But make no mistake, the road to the Cup, in one way or another, goes through Rob Blake.

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Violence

PS2 FROM A TO Z

26 reasons to love your PlayStation 2

HOW TO MAINTAIN A HEALTHY AFRO

1. After washing hair, apply a leave-in conditioner (jojoba oil also works well). 2. Run a pick or a wide-tooth comb through your hair while it's damp. 3. Let hair air-dry, or blow-dry on cool setting only. 4. Pick at the ends and hand-pat hair to shape.

ACTION SPORTS

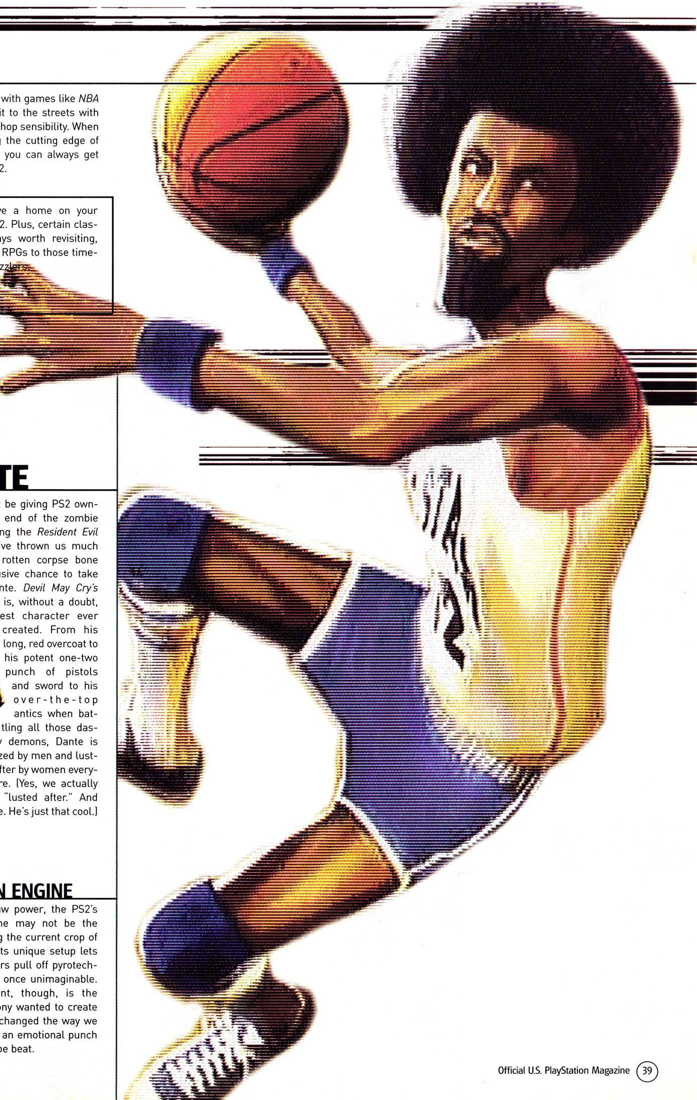
Tony Hawk debuted on PS1, creating an unstoppable gaming sensation. Then came *SSX*, a PS2 launch title that also kicked off EA's Big line of extreme-sports games. And now, we have the next wave of action sports, with games like *NBA Street* taking it to the streets with an urban, hip-hop sensibility. When you're craving the cutting edge of action sports, you can always get your fix on PS2.

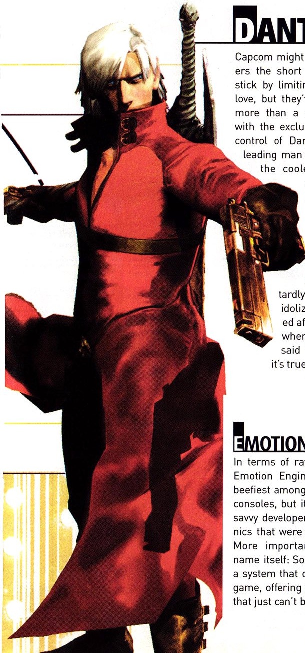
BACKWARD COMPATIBILITY

From the moment it launched, PS2 had a library of hundreds of games. Granted, you didn't plunk down all that payola to play last year's leftovers, but it's still nice to know your old faves have a home on your shiny, new PS2. Plus, certain classics are always worth revisiting, from timeless RPGs to those time-consuming puzzlers.

COOPER, SLY

Despite Sony's no-mascots policy, the PlayStation keeps churning out memorable characters that we can't help but love. The foppish Sly Cooper is Sony's latest—and maybe greatest, thanks to his quirky charm and clever gameplay. Best yet: Unlike, say, Crash or Spyro, he's all Sony's, now and forever.





DANTE

Capcom might be giving PS2 owners the short end of the zombie stick by limiting the *Resident Evil* love, but they've thrown us much more than a rotten corpse bone with the exclusive chance to take control of Dante. *Devil May Cry's* leading man is, without a doubt, the coolest character ever created. From his long, red overcoat to his potent one-two punch of pistols and sword to his over-the-top antics when battling all those dastardly demons, Dante is idolized by men and lusted after by women everywhere. (Yes, we actually said "lusted after." And it's true. He's just that cool.)

EMOTION ENGINE

In terms of raw power, the PS2's Emotion Engine may not be the beefiest among the current crop of consoles, but its unique setup lets savvy developers pull off pyrotechnics that were once unimaginable. More important, though, is the name itself: Sony wanted to create a system that changed the way we game, offering an emotional punch that just can't be beat.

April 9 Jenna Jameson and Hugh Hefner were born on the same day, making April 9 the *greatest day ever.*

FINAL FANTASY

When it comes to RPGs, the PS2 is tops. You can thank one franchise for that: *Final Fantasy*. Ever since the PlayStation-exclusive *FFVII* revolutionized role-playing, RPGs have been more than just a niche genre. And now, with *FFX-2*, *Final Fantasy* has finally reached a point where it can lighten up, let down its hair, and have some fun. The girls-gone-wild campy atmosphere might be blasphemy to grumpy old-school types, but to us it seems like pure bliss.

GOTOH, TEIYU

The art director for Sony's Corporate Design Center in Japan, Gotoh designed both the PS1 and the PS2. He's also responsible for the best controller ever: the Dual Shock. Remember his name—and thank him profusely every time your hand *doesn't* cramp up during marathon gaming sessions.

HIRAI, KAZ

Want proof that videogames are a Very Big Deal? How's this: Kaz Hirai, Sony CEA's president and COO, was recently picked as the No. 4 exec in *Entertainment Weekly*'s annual "Power Issue," outranking other notable bigwigs from all kinds of companies, including Warner Bros., NBC, MTV, and even Sony Music.

Photo by Michael Williams

INCOG

After rebuilding the once-revered but recently rundown *Twisted Metal* franchise with the dark *TM: Black*, Incog went on to produce the surprise smash *War of the Monsters*. If the developer can continue its string of hits, then Sony made a very wise decision indeed when they bought this Utah-based team.

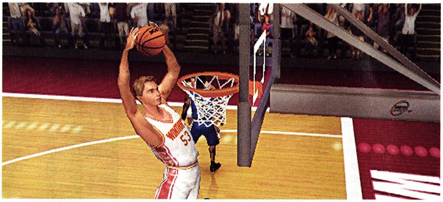
JENNA JAMESON

It took our favorite porn goddess a while to catch on to the PS2 craze, but now the star of such fine adult cinema as *Smells Like...Sex* and *Jennatilia* has roles in *Grand Theft Auto: Vice City* and *Tony Hawk's Pro Skater 4*. Tasty!

WINTHROP EARLY PICK IN POLLS

989 SPORTS

1 **WINTHROP**
2 **ARIZONA**
3 **KANSAS**
4 **OKLAHOMA**
5 **TEXAS**
6 **PITTSBURGH**
7 **DUKE**
8 **GEORGIA**
9 **KENTUCKY**
10 **VIRGINIA**

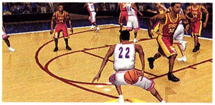


Sweet Sixteen. Elite Eight. Final Four. And now the Terrific Ten. Can Arizona go all the way? Will Kansas be at the center of this year's bracket? Will the girl in the mail room pick the NCAA champion? Read on for everything you wanted to know (but were afraid to ask) about college basketball.

1 WINTHROP

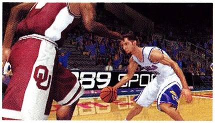
Okay, so they went 19-12 last year. And they are from the Big South Conference. But trust us, the Eagles can definitely hoop. Besides, these guys are made up of 4,500 polygons just like any other team.

2 ARIZONA



The 411 on the 'Cats? Not only do they have all five starters returning, but they also have what most consider to be the best frontcourt in college basketball. Can you say Dynasty Mode?

3 KANSAS

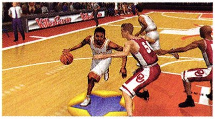


Despite losing a key player to the NBA, look for the Jayhawks to return to the Final Four this year. We've seen what they have been doing in Practice Mode, and we are thoroughly convinced.

4 OKLAHOMA

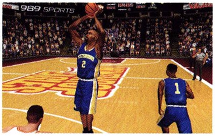
Another team we predict to be returning to the Final Four. Not only do they return with 70 new player models, they look good doing it.

5 TEXAS



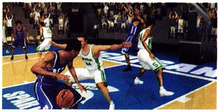
They say everything is bigger in Texas, but what we notice on this team are the little guys. The backcourt is the cream of the crop. End of discussion. Obviously, somebody did their homework before this year's recruiting.

6 PITTSBURGH



Look for what could be the most exciting duo in college basketball to rate high in the on-screen player ratings.

7 DUKE



Add the slick job done in recruiting to the usual Blue Devil talent pool, and you get a team that is bound to make some noise. Get ready to hear Billy Packer and Eddie Doucette saying, "And the Blue Devils win again," a lot this season.

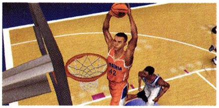
8 GEORGIA

The Dawgs' poll position could change in October, depending on their frontcourt production. If they produce, prepare for this team to move a little higher in the polls.

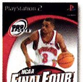
9 KENTUCKY

Should come down to the wire between them and Georgia for the SEC crown. Use the over 30 new dunks (including reverses, follow-ups and 360-degree jams) and this Wildcat team might overtake that other Wildcat team.

10 VIRGINIA



The Cavs are not happy with last season's late collapse that landed them out of the tournament. Don't let that fool you; they've got the talent. Not a pushover computer opponent. Not in the least.



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DID YOU KNOW?
That Nomura wanted to include Walt Disney as a character in *Kingdom Hearts*? Disney rejected the idea.

KUTARAGI, KEN

You know him as the "Father of the PlayStation"—the visionary who created the bestest console in the world. But soon, you might also know him as Sony's world leader. That's right, *Sony*...as in, the whole enchilada—movies, music, laptops, Walkmans, and more. Word out of Japan has Kutaragi on the short list to take the reigns of Sony and transition the company to its next big phase. Known as a maverick (he once tried to settle a business dispute by arm-wrestling a fellow exec!), Kutaragi has a bold new vision for Sony: rebuilding the company around the concept of superchips that would power everything from your next PlayStation to your toaster oven.

MATURE GAMES

Let's be absolutely clear here: We're not celebrating the sophomoric hijinks of *BMX XXX* or the gratuitous blood and guts of *Mortal Kombat* (though that one *is* a good game). Rather, we're thrilled about how gaming has truly grown up, thanks to the mature, cinematic approach of titles like *Vice City*, *Silent Hill*, and even the T-rated *Ico*. Thanks to the PS2, games are so much more than just kid stuff.

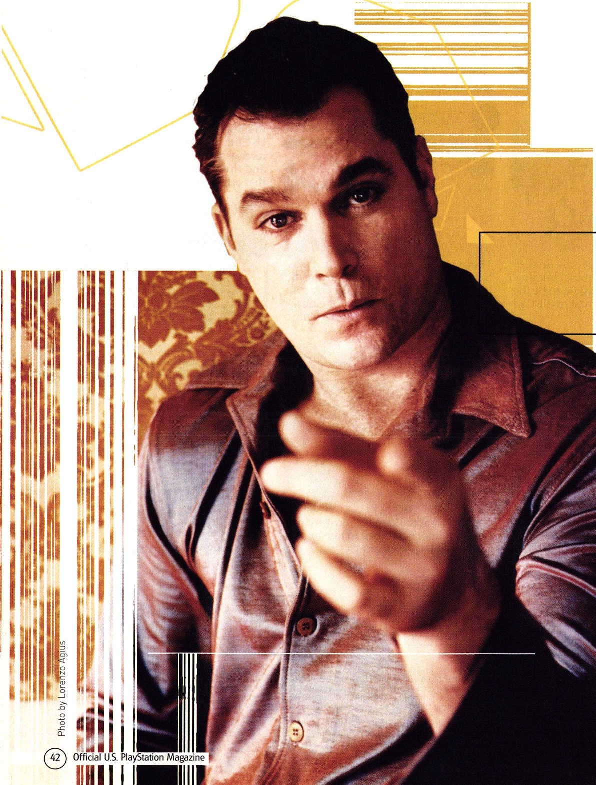


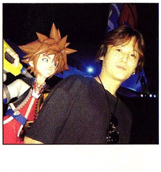
Photo by Lorenzo Agius

LIOTTA, RAY

Liotta's star turn in *Vice City* helps prove there really is a point to celebrity voice acting in games. But he's not the only one who's changing the way we *hear* our games. More and more Hollywood talent is turning to videogames as the next big acting frontier. Yeah, we still have to suffer through the occasional earache from a cut-rate voiceover, but those days are coming to an end.

NOMURA, TETSUYA

Square's rising star not only created some of *Final Fantasy*'s greatest characters (and then proceeded to re-create them in various states of undress—take a peek at Rikku just a few pages back), but he also stepped up to direct the incredible *Kingdom Hearts*. His unique vision has brought so many of our role-playing fantasies to reality.



400,000 The number of people who have registered to play PS2 online.

SONY
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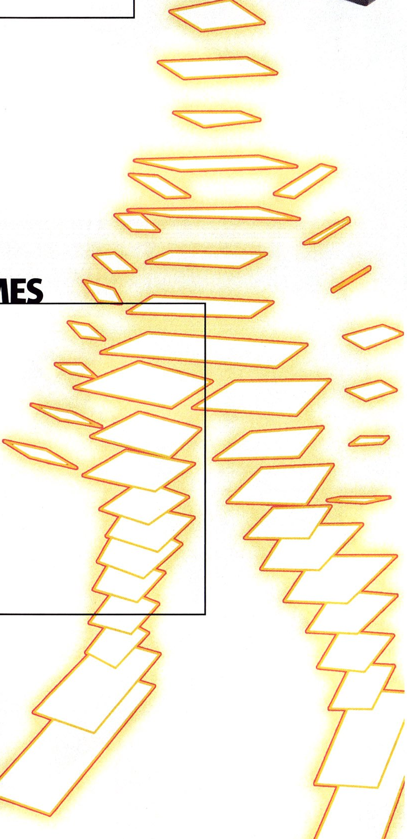
ONLINE GAMING

Admit it—you thought it'd never happen. After countless delays, you gave up any hope of heading online with your PS2. But then, last August, everything changed: Sony's network adapter finally hit stores. To this day, demand for the peripheral remains high, proving two things: Console add-ons are *not* the kiss of death, and *SOCOM* rocks! Plus, with *EverQuest* and *Final Fantasy XI* on the horizon, PS2 online is set to explode.

PRICE, TED

All you macho gamers who were too cool to succumb to *Spyro*'s charms can finally see why Ted Price and his team at Insomniac truly are masters of the platform adventure. With *Ratchet & Clank*, Price helped redefine the 3D platformer by tossing in a ton of firepower and allowing you to play the game your own way. Whether you wanna gun down everything in sight or proceed with caution, Price's latest is an absolute blast.

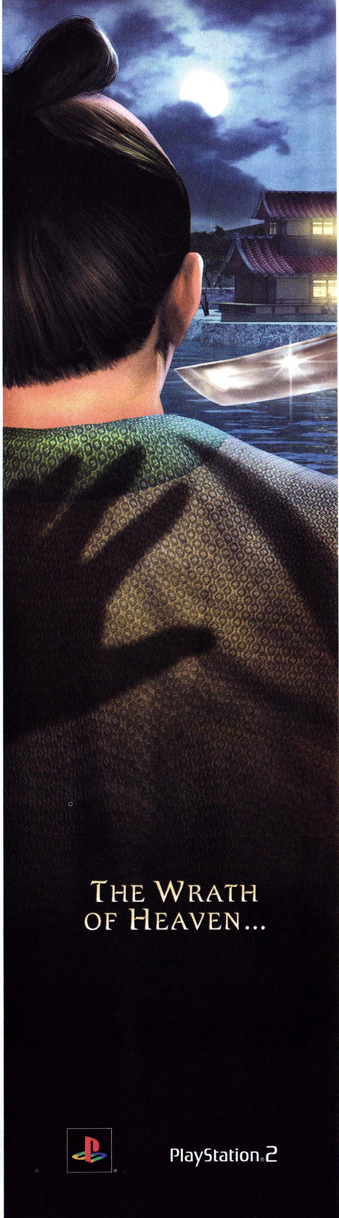


QUIRKY GAMES

The PS2 might be the mainstream console of choice—it's certainly the best-selling videogame system in the known universe—but that doesn't mean its library is larded with big hits and commercial crowd-pleasers. If you're looking for something off the beaten path, you're bound to find it on Sony's system. From wacky music titles (*Gitaroo Man*, *Mad Maestro*) to brilliant-but-underappreciated gems (*Ico*, *Rez*) to the just plain bizarre (*Stretch Panic*, *Mister Mosquito*), you're sure to find something to suit your tastes. Which sums up one of the PS2's greatest strengths: Thanks to its vast catalog, it's got enough good stuff to please just about anyone.

RUBIN, JASON

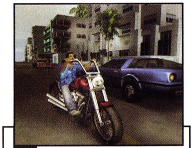
Had fun playing *Ratchet & Clank*? Don't forget to thank Jason Rubin for his contribution: the game engine, which he first created for his own *Jak and Daxter*. As the head of first-party developer Naughty Dog, Rubin has established himself not only as a creator of great games with cool characters (he's also the guy behind Crash back in the PS1 days), but as a technical wizard as well.



OVERHEARD:
"I'm all for curves on a woman and feeling sexy, not hiding from it and kind of enjoying it, and hoping that everybody will enjoy it as well."
–Angelina Jolie on playing Lara Croft

UNLIMITED POTENTIAL

Have we seen the best PS2 has to offer? Not by a long shot. Last year, Sony completed a performance analyzer (a program that measures how heavily a piece of software is taxing the hardware), and found that its own groundbreaking *Gran Turismo 3* was using a paltry 25 percent of PS2's potential power. Great things are still to come!



VICE CITY

It's the biggest thing since man harnessed fire, since the invention of the wheel, since sliced bread, since...you name it. It's reason enough to own a PS2. If you haven't yet paid a visit to *Vice City*, hurry up and get a copy to find out what all the buzz is about. The open-ended, go-anywhere, do-anything gameplay, coupled with a stirring story, all set in the go-go, neon-drenched '80s, makes *Vice City* more than just a game: It's an *experience* that must be....uh, experienced. But most of all, it's incredibly fun.

WE CAN'T THINK OF ANYTHING....

...so send us your thoughts on the letter W as well as the rest of our ABCs at opm@ziffdavis.com.

SEGA

Ever since Sega bowed out of the hardware biz to go multiplatform, the hardest of the hardcore PS2 gamers have been overjoyed. Some of the best stuff, like *Virtua Fighter 4* and *Shinobi*, is only on PS2. For even more Sega stuff to geek out about, turn to page 46.

TOMB RAIDER

Nothing says "kiss of death" for a game like a major delay—but in *Tomb Raider*'s case, the wait may well be worth your while. Eidos knew *Angel of Darkness* needed some extra work, so rather than foist an unfinished game on the public, they smartly held it back to polish it up. That's a good thing for so many reasons. With Lara continuing to reign supreme as the queen of all game characters, it's nice to know her image won't get sullied by a poor release. Plus, with a new movie coming up, Lady Croft can always use the extra buzz from a solid game to help keep her legion of loyal fans lining up for more Lara.

Ico 2

Sony recently released this screenshot in a job recruitment ad in Japan. Could this be our first look at *Ico 2*?

XTRA FEATURES

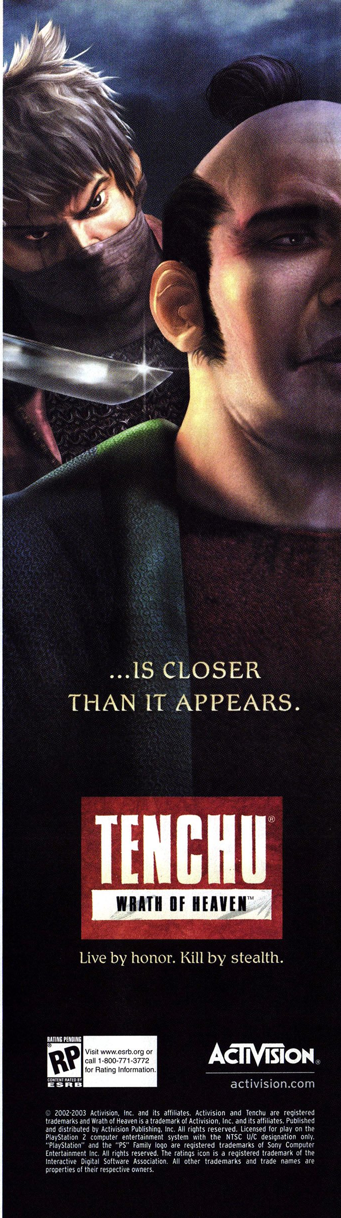
Home-theater enthusiasts might scoff at the notion, but for plenty of people, PS2 is their first and only DVD player. And that's just the beginning—Sony hopes to position its console at the center of your home-entertainment setup. Will this happen with PS2? Probably not, but with every PlayStation generation, we're getting closer.

YORDA

Ico might have been the star of his eponymous game, but Yorda stole our hearts as the pale princess who desperately needed our help in this brilliant, breath-taking game.

ZONE OF ENDERS 2

Dubbed "one of the best-looking games ever" by...well, us, *ZOE 2* might finally live up to the too-high expectations we had for its predecessor. With tons of fancy new moves, a deeper story, gorgeous graphics, and ass-kicking mechs, *ZOE 2* has just about everything we could possibly want in a videogame.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RP
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Spell "Sega-D3" backward.

PLAYSTATION GENERATION

"Gamers today no longer remember the Nintendo Entertainment System or Super Nintendo. They are, in fact, the PlayStation Generation." –Sony CEI Vice President Masatsuka Saeki

Space Harrier.

Golden Axe.

Phantasy Star.

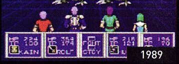
Streets of Rage.

An entire generation of gamers grew up with Sega classics like these.

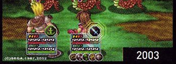
Now, more than a decade later, Sega's library of hits is being revisited, for a whole new audience to experience.

SEGA AGES

With classics back in fashion, it's no surprise that Sega, with one of the largest libraries of old-school fan favorites, is digging deep into its closet. Following the recent announcement of Sega's partnership with D3 Publisher to found 3D-Ages, Sega has revealed which games it'll release under this new, budget-priced label. Coming soon to the PS2 is a whole range of classics, including *Phantasy Star*, *Streets of Rage*, *Virtua Racing*, *Golden Axe*, *Alex Kidd*, *Fantasy Zone*, *Super Monaco*, and *Space Harrier*. But the best news is that all these games will get a fresh coat of paint (below, check out the difference between *Phantasy Star* and its PS2 remake). In some cases, the gameplay is even being enhanced. Look for the first remakes to hit Japan this spring, and hopefully here soon after.



1989

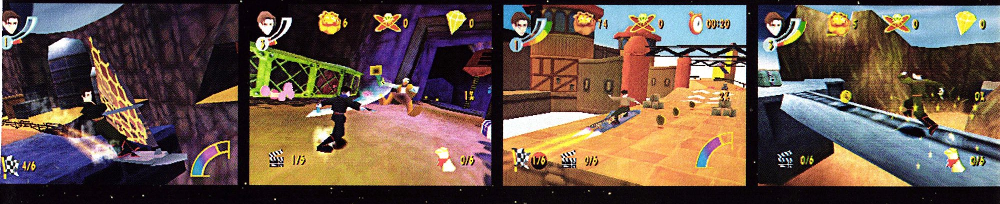


2003

PlayStation

Space. The final boarding park.

Disney's TREASURE PLANET



Ride through portals into other universes and catch air a million miles up as you shred your way through an intergalactic treasure hunt in Disney's Treasure Planet for PlayStation. Based on the Walt Disney Pictures film *Treasure Planet*, in theatres now.

PlayStation

Disney Interactive

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

www.playstation.com

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But what about Corey Haim?

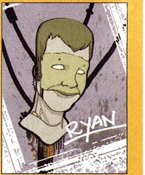
2000 The year *The Sims* debuted on personal computers everywhere.

Dino-might SUCK

A *Turok: The Dinosaur Hunter* movie is currently in the works, with Hayden Christensen (*Star Wars: Episode II*) named as one of the leads. At least it couldn't be as bad as a *Rygar* movie.

THE INSIDER

ARTIFICIAL FRIENDS



Something I'm quickly learning about game design is that designers spend a great deal of time working on things you'll hopefully never notice. We put hundreds of hours into thinking up new ideas that could potentially take your playing experience to a whole new level, but we put three times the effort into making sure our brilliant brainstorms don't backfire, causing you to freak out and break traffic laws while taking the game back to the store.

I still can't say what our next game is (though most of you who've guessed are right on the money), but that won't stop me from talking about one of its big features. We're trying something kind of crazy here, but something that's very cool: Our upcoming title is *always* multiplayer, meaning you'll have either your friends or A.I.-controlled buddies fighting alongside you during the entire game.

Now, the ex-reviewer in me cringed when I wrote that sentence. A.I. that "helps" you in a game...I can name a good half-dozen titles that have tried this and failed horribly, and quite a few teams that had this feature planned but axed it halfway through development. And you know why? A.I. helpers are a pain to implement.

Let's use our A.I. buddy system as a keen example. Without looking at my pages of notes, I could ramble off a dozen pitfalls that could turn one of our main features from "cool" to "sucky." Let's say an A.I.-controlled character follows you around a corner without a hitch—you wouldn't give it a second thought. But if that character got stuck, even for a second, it wouldn't just be something you noticed—it would burn your hide.

And that's just an obvious case. When you get into the meat of it, you can find countless quirky issues that can quickly cause major annoyances. Let's say the A.I. characters don't attack enough, or block enough, or go after the right foes...If the A.I. ever starts hindering you instead of helping—well, then we've screwed up, big time.

That's the thing keeping me up until the wee hours lately. Our A.I. helper characters should act like that perfect friend—not the annoying one who steals all the kills and glory, and certainly not the idiotic one who can't play games to save his life—but the kind of pal who can hold his own and is there to back you up when needed.

I worry about this often, but our hard work is starting to pay off. Not five minutes ago, I saw several A.I. guys juggle a foe back and forth, and it made me smile. We still have a ways to go to get this down perfectly, but it's already showing fantastic progress. And that alone makes me confident we can pull this off.

Ryan Lockhart (rlockhart@sevenstudios.com) is hoping the A.I. buddies he's helping to create will be nicer to him than his real friends.

REAL WORLD

5 questions with Sims creator Will Wright

Will Wright does not look like this. Nor would he *ever* wear a plaid skirt/butterfly baby-T combo! Seriously.

1 What can you learn about people from how they play *The Sims*?

The first thing a lot of people do is put themselves in the game, and maybe their family and their house. And they start using it like a spreadsheet for their real life, almost like a voodoo family. It's funny to see what they do in the game that they wouldn't do in real life, like flirting with the neighbor and having an affair, or whatever. But, at the same time, a messy person will generally have a really messy house in *The Sims*, with trash lying around. Where people set their priorities is pretty evident after they've been playing for a while.

2 What's the biggest difference between the PC and the PS2 versions of *The Sims*?

Consoles have such a different control structure from PCs. You have to develop a control scheme so the player is eventually not even thinking about his hands. Console games also tend to be more social. A really great console game is one where you can sit there with your friend and enjoy it together. I think the multiplayer mode is going to have a big impact. It's really fun to be playing alongside another player.

3 Why do some people get off on torturing their Sims?

A lot of people enjoy exploring the edge of the envelope in a game, seeing how far they can push things. When I was talking to a bunch of teenagers about *The Sims* before it was released, the first thing they would all ask is, "Can you kill them?" I don't think they wanted to go kill something; I think it's that they wanted to understand the range of possible states or behaviors—to figure out what the size of the envelope is.

4 Any plans to introduce an online version for consoles?

At some point, yeah. I don't think consoles have hit a critical mass yet with the online market, but I think in the next generation, it'll happen.

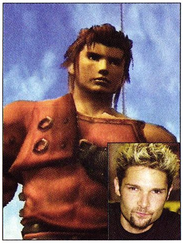
5 Do you ever dream about Sims?

Not the Sims, but the environment they live in—dreams where I've been living in that environment.

DREAM CAST

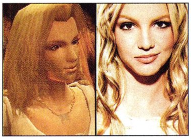
Rygar is a great game, but let's face it—the story blows. Still, its characters are cool enough to warrant a Dream Cast for a *Rygar* movie. We'll just make sure our script leaves out lines like, "What do you think you know?"

Send ideas for a Dream Cast of your own to opm@ziffdavis.com with the subject DREAM CAST.



Rygar: Corey Feldman

The raging debate over who should play Rygar divided the *OPM* staff. Some of us still aren't on speaking terms. But we finally decided: Who better to play a retro game star than a has-been like Corey Feldman? If you saw classics like *License to Drive* or *Dream a Little Dream*, this is an obvious casting decision. There can be no argument!



Harmonia: Britney Spears

For such a clichéd role as damsel-in-distress, acting really isn't that important. But being a hot blonde is.

Echidna: Milla Jovovich

Yeah, she's done a game movie before with *Resident Evil*...but this time, Milla is a bad girl. Just the way we want her.

Icarus: Raziel

We hear Raziel wants to take a break from reaving souls and break into the Hollywood scene. We grant him his start.

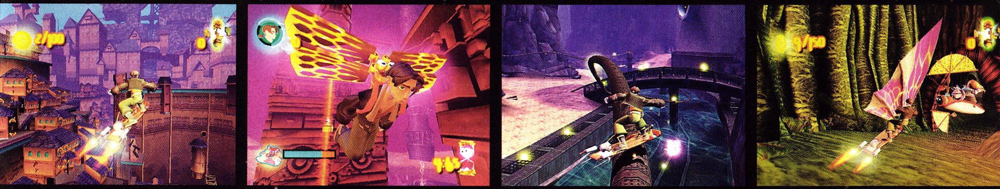
Argo: Rebecca Romijn-Stamos

This lovely supermodel-turned-actress (*Femme Fatale*) is a goddess anyway, right? Playing one shouldn't be a stretch.

LIVE IN YOUR WORLD.
PLAY IN OURS.

Solar surfing. Beware of the locals.

Disney's TREASURE PLANET



Space pirates. Alien robots. Not the kind of guys you want to drop in on while solar surfing the new frontier. Set sail on an intergalactic treasure hunt on Treasure Planet. Also available on PlayStation. Based on the Walt Disney Pictures film *Treasure Planet,* in theatres now.

PlayStation®2

Disney Interactive

EVERYONE
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CONTENT RATED BY ESRB
Mild Violence

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PlayStation®2
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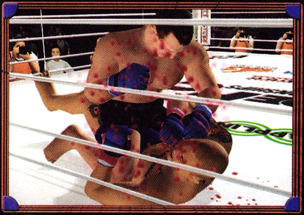
BEST OF E3
AWARD
Best Fighting Game
Best Simulation
MATURE
M
CONTENT RATED BY
ESRB
Blood
Strong Lyrics
Violence

BREAK FACES


DRAW BLOOD

FOR ALL THE PAIN HE'S IN, QUITTING WOULD FEEL MUCH WORSE.

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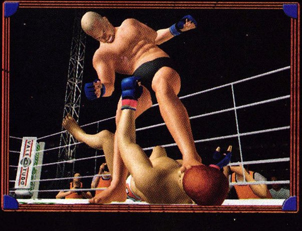
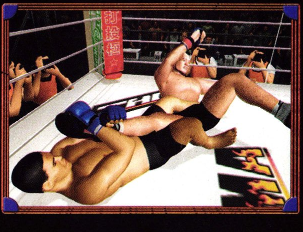
WIN AT ALL COSTS



DISLOCATE LIMBS



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Hey baby,
hey baby, hey.

ROCK STEADY

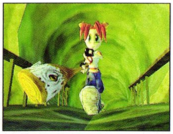
No Doubt's Gwen Stefani gets her game on

Lending your vocal uniqueness to a game is one thing, but actually *becoming* that character is another. Just ask No Doubt frontwoman Gwen Stefani, who voices the heroine in Sierra's upcoming *Malice*. "It's weird. Everyone says Malice and I are so much alike. Hearing that is flattering, but also kind of strange. Picture what it'd be like if it happened to you."

But for Stefani and her bandmates, Tony, Adrian, and Tom, who also spent time doing voiceovers for the game, it was completely worth it. "Games are an amazing medium for getting both messages and music across," she tells us. "I'm flattered to be a part of this project."

Not that it was all fun and games. "I spent hours in the studio getting things just right," moans the exasperated songstress. "I swear to God, it took like six hours of screaming 'Watch out, they're gonna get you' or 'Hit 'em!' There are so many details to the story line, and trying to get the right tone in my voice to match what's going on is really complicated. I was totally exhausted by the end."

Gwen seems pleased with her work, though, and hopes her involvement may actually serve a larger purpose. "It'll interest females. Ask yourself why the only other games featuring girls are stereotypical stuff like *Tomb Raider*. I hope you like it—and that I didn't make a fool of myself."



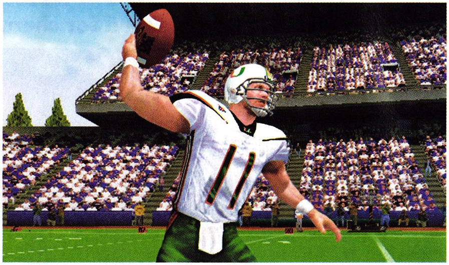
WHO'S THAT GIRL?
The image on Stefani's left breast is the lovely Bridgitte Bardot.

Photo by Frank W. Ockenfels/CORBIS OUTLINE

CAL TOPS 'CANES IN LATEST POLL

989 SPORTS

1	CAL
2	MIAMI (FL)
3	OKLAHOMA
4	COLORADO
5	TENNESSEE
6	TEXAS
7	FLORIDA STATE
8	FLORIDA
9	UCLA
10	UNIV. OF TOLEDO

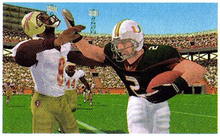


Can the Miami Hurricanes repeat? Can the Oklahoma Sooners make it two out of the last three? Who will win the Heisman? How many polygons does a Butkus Award winner get? Where is Berkeley? The answers to these (No. No. Look to Texas. Thousands. Take I-80 west and follow the signs.) and other pressing questions can be found in this year's College Football Top 10 poll:

1 CAL

So they went 1-10 last year. Big deal. Serious time spent in the Blue Chip Recruiting Mode has made this team into a rough bunch on the gridiron. A new Power I formation adds a threat for this turn-around team.

2 MIAMI (FL)



How good is this team? Eight or nine of their starters should be in NFL GameDay™ next year. The 'Canes may have the toughest schedule in football with games against Florida, Tennessee, Virginia Tech and the Florida State Seminoles. About the only quality teams not on their schedule are in the NFL.

3 OKLAHOMA

New Hot Routes can put the 2000 champs right back at the top. Which means almost as much to the Sooners as beating their heated rival, the Nebraska Cornhuskers.

4 COLORADO

Will the Buffs defend their Big 12 crown using the wishbone? The flexbone? The full house? Only the coach controlling the playbook knows for sure.

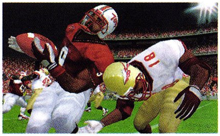
5 TENNESSEE

New high-low tackling might give the Vols their toughest defense in years. The question is: will their offense underachieve?

6 TEXAS

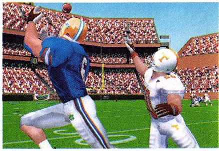
Can their QB capture the Heisman against what may be the toughest conference in Division I? Can the D come up Texas big? Not even our highly evolved artificial intelligence can answer that one.

7 FLORIDA STATE



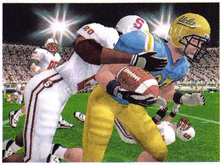
Same coach. Same expectations: Nothing but a national championship will do.

8 FLORIDA



New coach. Same expectations: Nothing but a national championship will do.

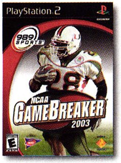
9 UCLA



Look for the Bruins to utilize both a sensational receiving core and Hot Routes to vie for a national championship. Once that's achieved, look for them to vie for a championship all over again in the NCAA® Final Four® 2003 edition.

10 UNIVERSITY OF TOLEDO

A great run in Career Mode gets these overachieving Rockets a major BCS Bowl bid and a Top 10 finish. Not to mention giving their coach the chance to take over a major college powerhouse. Enjoy that animated contract, coach.



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NCAA

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PlayStation 2

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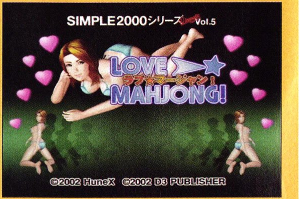
ONLY IN JAPAN


SIMPLE2000シリーズ Vol.5
LOVE ラブ★マージャン! MAHJONG!
©2002 HuneX ©2002 D3 PUBLISHER

LOVE MAHJONG

Ever since Lara Croft burst onto the PlayStation scene back in 1996, developers have looked to add a little more sex appeal to games. And let's face it—it's worked. You've all fantasized about seeing demure Yuna in short shorts and a cleavage-baring top (hello, *FFX-2!*). And look at the inexplicable sales of the *Dead or Alive* series. Yet despite the content in those games, desperate teens are still restricted to the odd bounce here and a fortunate camera angle there—generally fleeting glances while the characters go about their decidedly unsexy business (either that or we just never understood the whole "the way you jump and flip and kill bears turns me on, Lara" thing). So, here comes D3's (of 3D Ages and budget-gaming fame) *Love Mahjong*, where mahjong is definitely not the focus. Well, the ancient Chinese game is central in a sense, because winning rounds against your ridiculously fine female opponents results in their dropping an item of clothing until only a bikini remains (and no, they never take that off). It's like a Japanese strip poker, except *you* don't have to strip (please don't), with the added bonus of playing against impossibly good-looking women who are perfectly willing not just to strip for you, but to do even more. More? Yes, more. The more you win, the more "punishment" you can dole out. Like sit-ups. Or push-ups. Or, er, "bending." Of course, you can observe them at your leisure, zooming and rotating around them where appropriate (*ahem*). And if that doesn't quite float your boat, there's also the option to photograph the ladies to, um, preserve their shame at losing. You can save up to 120 photos. Do make the most of it.

GREAT PERVY MOMENTS IN VIDEOGAMING

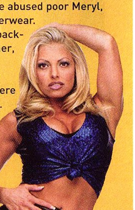
Any WWE Game. The moment you find just the right move to check out the skivvies of lady rasslers. We've heard Trish sports some pretty white panties....

Metal Gear Solid. You know you've abused poor Meryl, making her do sit-ups in her underwear.

Tomb Raider. We all did it once: backing Lara into a corner to look at her, er, front side.

GTA: Vice City. Pole Position. The lapdance. Do you need to sit in there forever? No. But you do anyway....

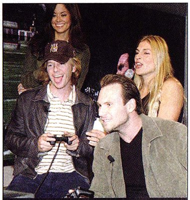
BMX XXX. All of it. Well, the vulgarity and dog-pooping bits aside, of course.



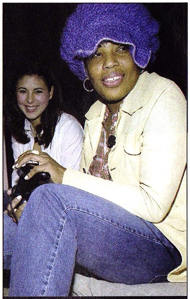
PLAY TIME

Sopranos star wins it all for charity

Competing for a charity is always a good thing—but it's even better when gaming is involved. Many of Hollywood's finest, including Britney Spears, Alyssa Milano, Demi Moore, Owen Wilson, Fred Durst, Alicia Silverstone, Heidi Klum, and Val Kilmer, turned out to watch and contend in a bicoastal online tournament hosted by Sony CEA. Playing *NFL GameDay 2003*, *Sopranos* star Jamie Lynn Sigler (New York) eventually defeated Sugar Ray's Mark McGrath (L.A.) in the final matchup. Sigler donated the $25,000 prize to the National Eating Disorder Association.



David Spade and Christian Slater face off in the quarterfinals, with Brooke Burke and Gabrielle Reese cheering them on.



After *Sopranos* star Jamie Lynn Sigler won the online tournament, she stuffed all of the cash in Macy Gray's hat.

FALSE STARTS

Eurocom is one of those companies that has generally toiled away in obscurity. It's done some fairly big-name games—most recently, the fantastic *James Bond 007: NightFire*—but it hasn't really received the recognition many other A-list developers have enjoyed. This is likely because a good chunk of its work has been specialty ports of already-designed games (*NBA Showtime*, *Mortal Kombat*, and *Duke Nukem*, to name just a few). But take a look at Eurocom's library and you'll find plenty of original titles.

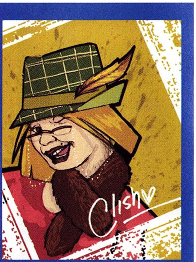
	The Game	What Is It?	The Good	The Bad
	Magician 1991 NES	A side-scrolling platformer/RPG in the style of *Faxanadu*.	It had really nice graphics for the system, plus a fair amount of depth.	No one seemed to care.
	Tesserae 1993 Game Gear, Game Boy	A simple puzzle game, sort of a cross between checkers and the as-yet unimagined *Bejeweled*.	Simplicity always equals addiction for puzzle games.	The fairly limited number of levels failed to keep players hooked.
	Stone Protectors 1994 Super NES	Side-scrolling combat in the vein of *Streets of Rage*, except based on a rock band, sort of.	Nice graphics and a fairly extensive combo system.	The hokey premise and alien-world setting were hard to swallow for *Streets of Rage* fans.
	Maui Mallard in Cold Shadow 1996 Super NES	A side-scrolling platformer based on one of Disney's, er, less successful licenses	The ability to switch between a stealthy ninja and a gun-toting hero was a novelty.	"Maui Mallard"?! WTF was *that* all about?
	Disney's Hercules 1997 PS1, PC	An entertaining, side-scrolling platformer adaptation of Disney's take on Greek tragedy.	Really nice 2D graphics, a great soundtrack, and gameplay geared for players of all ages.	We had to wait for *Kingdom Hearts* to hear the real James Woods as Hades.
	40 Winks 1999 PS1	Eurocom moves into 3D with this platformer about things that go bump in the night.	Decent graphics, solid challenge, and quality design make this more than a kid game.	Camera and control issues typical of 3D platformers.
	Disney's Tarzan 1999 PS1, PC, N64 (2000)	A "2.5D" platformer based on the Disney movie featuring Rosie O'Donnell as a gorilla.	A ton of variety helped fight the monotony, and the pretty graphics didn't hurt either.	We're not sure if the Rosie soundalike was more or less annoying than the real thing.
	Crash Bash 2000 PS1	*Mario Party* plus *Crash Bandicoot* equals *Crash Bash*: simple games with a multiplayer focus.	A pantload of different minigames, most being knockoffs of arcade classics	None of them are very good.
	Disney's Atlantis: The Lost Empire 2001 PS1	Is Eurocom to blame for Disney's now-standard 3D-platformer movie-license formula?	Good graphics, a few minigames, blah blah blah... See any recent Disney game.	It set a standard subsequent Disney games have failed to live up to.
	NBA Hoopz 2001 PS2, PS1, Dreamcast	Midway enlisted Eurocom to follow in the arcade basketball tradition of *NBA Jam*.	The addition of a third man made for a bit more strategy...	...and quite a bit less arcade fun.

1047 The year in which the first written reference to a vampire was made.

Clish MacLaver's

GOSSIP GOSSIP

All of this will probably happen



So, what do you think of the new look, huh? In an effort to make an appropriate addition to *OPM's* new stylings, I've dug up some juicy info for you to sink your teeth into this month.

CONSOLIDATION

According to my buddies in Japan, things there are getting worse and worse every day. The Square and Enix merger is just the beginning of what's said to be a massive period of consolidation. My guess? Within the next few months, further buyouts/mergers will occur. Capcom seems to be a center of attention, with sources indicating that everyone from Microsoft to EA is looking to buy out the company. Also, look for publishers like Sega and Namco to explore closer ties with other companies in the near future.

AGENT 47 AGAIN

If you're like me and you like your men with a nice, clean-shaven head (it's getting popular 'round here...first Joe, then John, and then Jason! Nice!), you'll have already enjoyed the delights of Agent 47 in *Hitman 2*. The game has proven so popular that a sequel is more than expected—it's seen as a necessity. My sources tell me that we can expect this before March 2004.

> **"Hitman 2 has proven so popular that a sequel is a necessity"**

TONY HAWK'S AN OLD-GUY SKATER

Word on the extreme-sports circuit is that the next *Tony Hawk* game won't be called *Tony Hawk's Pro Skater 5* after all. In an effort to shake things up and push forward the concepts that emerged in number four, the new game will get a complete workover. When can we expect it? Perhaps not until next year.

THE GETAWAY 2

No sooner did Team SoHo finish work on this month's big cover game than they started work on a sequel! Sniffing around London for info while John interviewed anyone with an opinion, I managed to squeeze a few details from the team. Most notably, the new game is a full-bore, megabudget sequel—not an "add-on" disc, as previously rumored. Expect it in 2004.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com

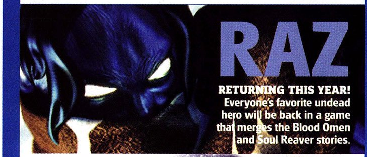
Look out for me on AIM, too—my buddy name is OPMClish.

SPAWN

TO STAR IN SOUL CALIBUR 2

Every version gets its own secret character. On GameCube, they get Link from the Zelda games. I think we get the cooler deal here though.

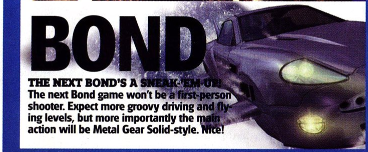
RAZ



RETURNING THIS YEAR!

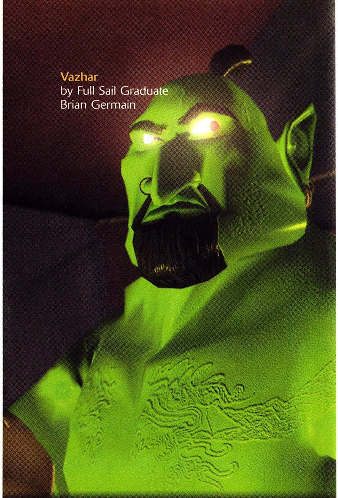
Everyone's favorite undead hero will be back in a game that merges the Blood Omen and Soul Reaver stories.

BOND



THE NEXT BOND'S A SNEAK-'EM-UP!

The next Bond game won't be a first-person shooter. Expect more groovy driving and flying levels, but more importantly the main action will be Metal Gear Solid-style. Nice!



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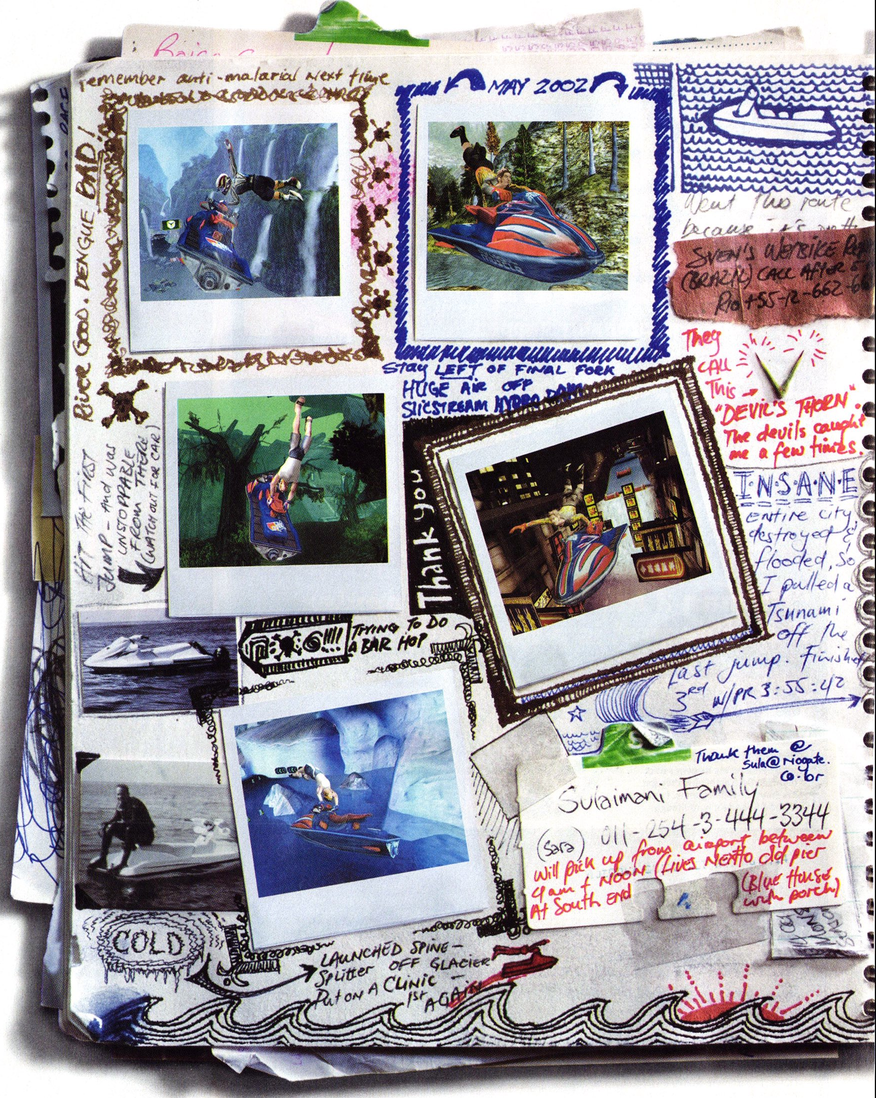
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MAY 2002
Went this route because it's worth
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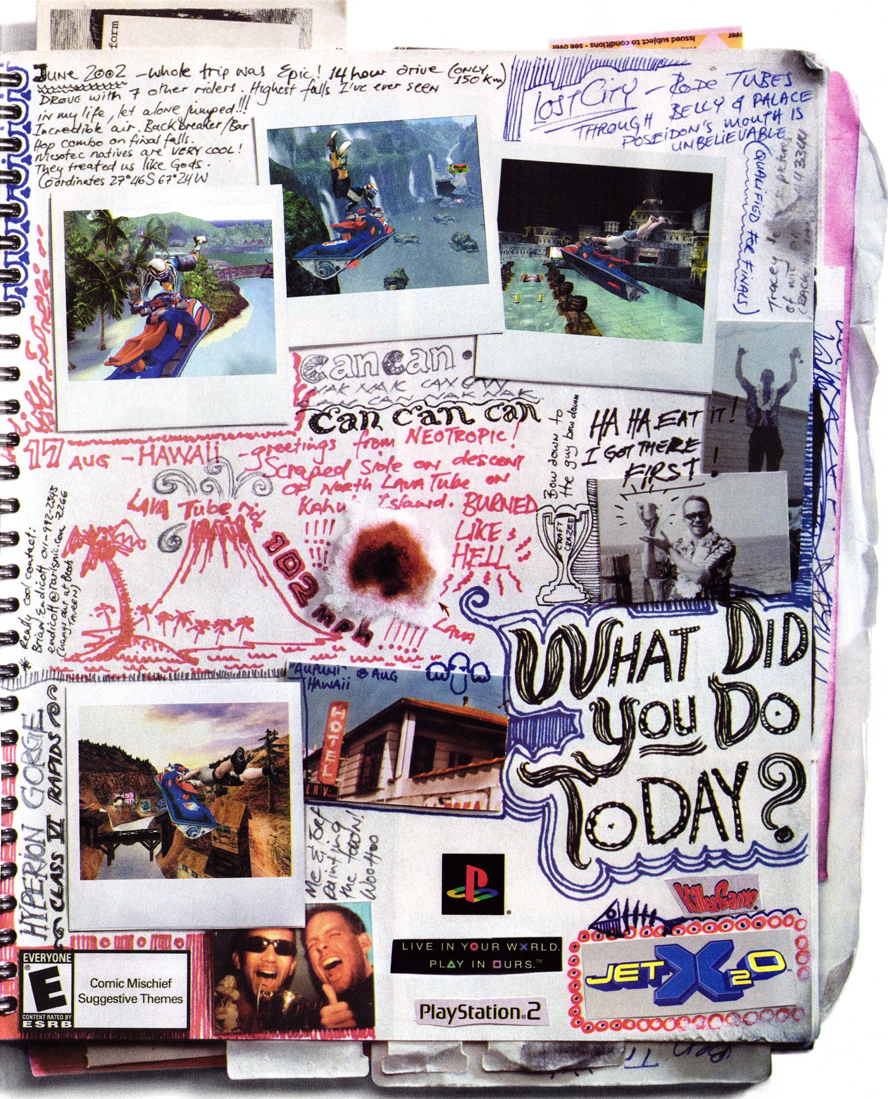
They CALL This → "DEVIL'S THORN". The devils caught me a few times.
Stay LEFT OF FINAL FORK
HUGE AIR OFF
SLIPSTREAM HYDRO DAM
Hit the first jump - and was unstoppable from there (watch out for car)
Thank you
I·N·S·A·N·E
entire city destroyed & flooded, so I pulled a Tsunami off the last jump. Finished 3rd w/PR 3:55:42
TRYING TO DO A BAR HOP
Thank them @ sula@riogate.co.br
Sulaimani Family
(Sara) 011-254-3-444-3344
Will pick up from airport between 9am & NOON (Lives Next to old pier At South end (Blue House with porch)
COLD
LAUNCHED SPINE-SPLITTER OFF GLACIER - Put on A CLINIC - 1st AGAIN

www.playstation.com Jet X$_2$O is a trademark of Sony Computer Entertainment America Inc. Designed and developed by Killer Game. ©2002 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are



June 2002 – whole trip was Epic! 14 hour drive (ONLY 150 km) DROVE with 7 other riders. Highest falls I've ever seen in my life, let alone jumped!!! Incredible air. Backbreaker/Bar Hop combo on final falls. Mesotec natives are VERY COOL! They treated us like Gods. Coordinates 27°46S 67°24W

Lost City – RODE TUBES THROUGH BELLY & PALACE POSEIDON'S MOUTH IS UNBELIEVABLE (QUALIFIED FOR FINALS)

17 AUG – HAWAII – greetings from NEOTROPIC! Scraped side on descent of North Lava Tube on Kahu[illegible] Island. BURNED LIKE HELL !!!! !!! !!!

HA HA EAT IT! I GOT THERE FIRST!

Bow down to the guy bow down

Really cool contact: Brian Endicott 011-992-2345 endicott@rarlgnic.com 2266 (hangs out at Bear's TAVERN)

Me & Tef painting the town! Woo-Hoo

HYPERION GORGE CLASS VI RAPIDS
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NAK NAK CAN CAN NAK NAK CAN CAN
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LAVA Tube ride
102 mph!!!!!
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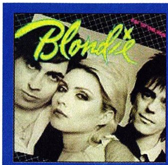
Talk-tastic!
Look up *Vice City* on www.gamefaqs.com to find scripts for KCHAT and VCPR.

SOUND STATION

By John Scalzi

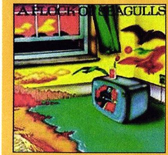
This month is all *Grand Theft Auto: Vice City*—as if you couldn't tell just by looking at the selection. Want more? E-mail us: opm@ziffdavis.com



BLONDIE: *EAT TO THE BEAT*

Blondie is not one of those bands that rewards album-to-album loyalty. While the band was capable of flat-out brilliant singles, it had a real problem sustaining quality over an entire LP. *Eat to the Beat* exemplifies this fact: It features the fabulous "Dreaming," my underdog favorite for Best Blondie Single Ever, but after that, it's hit or miss. You're better off getting *The Best of Blondie*, which features "Dreaming" and all the other big, shiny hits. On the other hand, the rerelease of this album does feature the band's version of "Ring of Fire," which is a hoot. Your call.

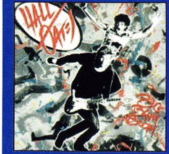
Final Score ✪✪✪



A FLOCK OF SEAGULLS: *A FLOCK OF SEAGULLS*

It's a hard, hard thing to be in a band that's remembered primarily for the lead singer's dumb-ass haircut, but that's what you get when it looks like the dude dyed Batman's scalp blond. AFOS had an ace in the hole with guitarist Paul Reynolds, though: His crisp-yet-echoey sounds elevated a bland set of songs into something bearable, and made the band's singles (particularly "Space Age Love Song") into radio staples that have survived far longer than the haircuts. Be that as it may, this is another band that you're better off getting the Best Of album.

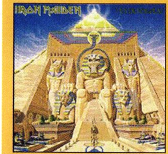
Final Score ✪✪½



HALL AND OATES: *BIG BAM BOOM*

This is Hall and Oates' MTV album, which means that the music here is best seen with a video to distract you from its complete and utter pointlessness. It's too bad, too; despite their reputations as cheese-meisters supreme, Hall and Oates were a couple of musicians with fine Philadelphia white-soul chops—they're just not evident on *Big Bam Boom*, which features track after track of soft, gooshy, middle-of-the-road pop, even the best of which (the single "Out of Touch") is painful in its eagerness to be catchy at the expense of its immortal soul.

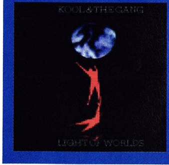
Final Score ✪✪



IRON MAIDEN: *POWERSLAVE*

One of the reasons I totally respect Iron Maiden for *Powerslave* is for its faith that its teenage heavy-metal fans—not exactly the most *focused* crowd—could handle "Rime of the Ancient Mariner," a 13-minute tone-poem based on the writings of Samuel Coleridge. The rest of the album is Maiden at its best: sharp, siren-like dual guitars, thundering drums, the underrated bass stylings of Steve Harris, and, of course, Bruce Dickinson bellowing about swordfights and dragons and aerial battles. This is a band with a sense of scale, and that scale is Big.

Final Score ✪✪✪✪



KOOL AND THE GANG: *LIGHT OF WORLDS*

Kool and the Gang has its moments, but *Light of Worlds* ain't one of them. The band sets down some lite funk that doesn't go anywhere or do anything other than suggest it'd make great music for your better class of elevator. The legitimate songs are also pretty hokey—particularly "Fruitman," which is either a celebration of the local green grocer or just filled with innuendoes that don't work. The only good news here is that Kool and the Gang still had "Celebration" in their future when the band made this, so you know they get better.

Final Score ✪✪

John Scalzi's been reviewing music since Members Only jackets were the hip fashion trend. Yes, we were all really stupid back then. Visit www.indiecrit.com to see what John thinks of today's latest indie bands.

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www.playstation.com
Looking for something PlayStation related? Check here first. Because, you know, it's Sony's site, and they probably know better than anyone what they're talking about.

www.inpassing.org
Ironies, oddities, and wisdom for the ages—all overheard (or seen) in passing. Too bad the author isn't taking submissions, though; this could easily become a new Web empire.

www.bbc.co.uk/choice/games/games/shootingstars/
One of the coolest Shockwave games we've ever played. How cool, you ask? Well, it requires a 3D card, if that gives you any indication. Miniature golf has never been so insane.

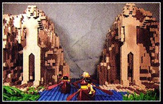
www.neoavalon.com/ts2o/setup/
Think *TimeSplitters 2* can't be played online? Turns out we were all wrong after all. These folks have figured out a way to make it happen, and are aiming to make it even easier for nontechheads.

media.salon.com/mov/jlo.wmv
Hint: If you're ever live on national television, don't do this.

www.music4games.net
A great site for lovers of game sound tracks. Game-music news from all over the world, plus a radio station featuring exclusive streaming tunes.

zanyvg.overclocked.org
Some of the weirder stuff characters say to each other in games—all collected in one handy place.

www.planetnintendo.com/ff1/
Wanna see what the original *Final Fantasy* was about as you prepare for the release of *Origins*? Check out this excellent fan site.



www.ozbricks.net/bricktales/
You think the *Lord of the Rings* movies are something? Just wait until you see much of Tolkien's epic constructed in Legos! The site features other classics, too.

www.ps2rosters.com
Don't like playing *March Madness 2003* with guys named "#05"? Check out this site. For a minimal fee you can score the real names for everyone in the NCAA.

www.netflix.com
If you like movies but don't know about this site, there's something wrong with you.

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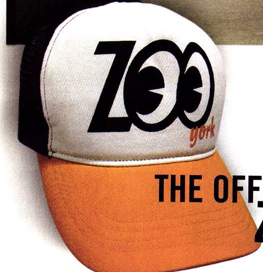

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DVD REVIEWS

By John Scalzi

BLUE CRUSH

(Kate Bosworth, Michelle Rodriguez)

You'll probably check it out just for the hot chicks in bikinis surfing the waves—and guess what? You'll get that. But with *Blue Crush*, you'll also get a pretty decent story about a former competitive surfer (Kate Bosworth) trying to make it back into competition even as she's being distracted by actual life (the movie shows surfers *actually working* to afford their surf habit—as hotel maids, no less). There's even some romance, which is also pretty well done. In short, if you just want to watch the bikinis and waves, you can do that. But if you want to watch a movie, you can do that, too. Not a bad deal. Extras include a couple features on surfing, director commentary, deleted scenes with commentary, a Lenny Kravitz video, and a making-of documentary.

Movie Score: ★★★½
DVD Extras Score: ★★★

ABOUT A BOY

(Hugh Grant, Rachel Weisz)

Directors Chris and Paul Weitz attempt to atone for unleashing *American Pie* and its vile progeny upon the world by making a comedy for people with functioning brainstems. Surprise! They do a pretty good job of it. Hugh Grant plays a charming cad who dates single moms because they're easy, but he runs into a speed bump when a moody 12-year-old boy decides to bond with him, whether he likes it or not. That Grant must metamorphose from rascal to acceptable human being is a given, but the process of moving from one to the other is the key, and Grant handles it well. The Weitz brothers have their good taste fatwa lifted, at least until *American Pie 3*. The directors offer commentary on the film and on additional deleted scenes; the DVD also offers videos by Badly Drawn Boy.

Movie Score: ★★★★
DVD Extras Score: ★★★

ADVENTURES OF PLUTO NASH

(Eddie Murphy, Rosario Dawson)

A "high-concept" comedy, in that the person at Warner Brothers who decided to spend $100 million producing this witless piece of dreck was probably high at the time. Eddie Murphy plays a nightclub owner on the moon who runs afoul of gangsters. This gives the film an opportunity to trot out a bunch of flashy-yet-chintzy-looking special effects in the place of plot or laughs. Useful for clearing out your apartment after a party, but otherwise, it's pretty pointless. Someone will have to pay for the huge wad o' cash blown on making this thing—just make sure it isn't you. Extras include deleted scenes and a music video.

Movie Score: ★
DVD Extras Score: ★★

BALLISTIC: ECKS VS. SEVER

(Antonio Banderas, Lucy Liu)

Note to Hollywood: Videogames often don't have much in the way of a plot, so when you make a videogame into a movie, you need to *add* a plot. Otherwise, you get a steaming pile of crap like *Ballistic*, which is long on a-blowin' things up real purty, but so intensely lame that the Antonio Banderas/Lucy Liu ogle factor can't hide the fact that even *they* have no clue about

POP QUIZ

Q: Which of the following is not a Culkin kid?
Macaulay, Christian, Kieran, Shane, Christopher

A: Christopher
He's their father.

UPCOMING DVD RELEASES

Jan. 1, 2003
Barbershop

Jan. 7, 2003
Born in East L.A.
Buffy the Vampire Slayer: Season Three
The Good Girl
Oz: Season Two
The Shield: Season One
Signs
Stephen King's The Shining

Jan. 14 , 2003
About a Boy
Above the Rim
All About Eve
Dead Reckoning
Fear Dot Com
Undercover Brother

Jan. 21, 2003
The Bourne Identity
The Harder They Fall
Simone

Jan. 28, 2003
Band of the Hand
The Foreigner
Pennies From Heaven
Serving Sara

what's actually supposed to be happening. You might as well string together a series of random explosions and action sequences and call them a movie. Oh, *wait...* Extras: HBO documentary and a "Know Your Enemy" feature, although it's pretty clear that the enemy here is the screenwriter.

Movie Score: ●
DVD Extras Score: ●◐

BARBERSHOP

(Ice Cube, Cedric the Entertainer)

Why isn't Ice Cube a bigger movie star? Between *Barbershop* and the *Friday* movies, the man has shown himself to be not only a heckuva presence unto himself, but also a fine centerpoint for an ensemble cast. *Barbershop* has him as the reluctant owner of a trim shop staffed by a crew that jaws about life, the universe, and everything while they're clipping people's heads. Everyone's got something to say, and usually says it in the funniest way possible (especially Cedric the Entertainer, whose Rosa Parks riff got the film in hot water with Jesse Jackson, proving you just can't please some people). And the film actually has a point to make about neighborhoods having their hearts in unexpected places. Funny, thoughtful, and Ice Cube-rific. Extras: director/writer/producer commentary, deleted scenes with commentary, music video, and making-of featurettes.

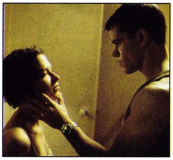
Movie Score: ●●●●
DVD Extras Score: ●●●

BLOOD WORK

(Clint Eastwood, Anjelica Houston)

Man, that Clint Eastwood sure is old. And, fortunately for us, he's aware of it, so he ends up making interesting films that take his current physical state into account instead of ridiculously pretending he's still in his early 30s. *Blood Work* has him as a retired FBI agent with a heart transplant, on the trail of the heart donor's murderer. See? Now, *that's* a plot! From there, it's standard-issue Eastwood, which means it's engaging, entertaining, and smarter than the average thriller. We should all age as well. Extras: a making-of documentary and cast interviews.

Movie Score: ●●●◐
DVD Extras Score: ●●



THE BOURNE IDENTITY

(Matt Damon, Franka Potente)

Matt Damon awakens to find that he doesn't know who he is, but that he's fluent in several languages and skilled at killing people in a wide variety of ways. He's understandably curious about all of this—wouldn't you be? But, ultimately, *The Bourne Identity* doesn't add up to much more than a bunch of action sequences—although they're stylishly done and set in picturesque locales, and Damon makes for an interesting kind of action hero, so I'm inclined to let it ride. Damon and director Doug Liman add commentary; there are also deleted scenes, an alternate ending, and a Moby video.

Movie Score: ●●●◐
DVD Extras Score: ●●●

SERVING SARA

(Matthew Perry, Elizabeth Hurley)

At one point in this film, Matthew Perry has to stick his arm inside a bull; what Perry does to the bull is roughly what *Serving Sara* does to Perry's film career. Perry is a schlub who attempts to serve divorce papers on Liz Hurley, but he ends up working for her instead, setting into motion various comic misadventures (with more emphasis on "misadventures" than "comic"). I tend to like Perry, who's good with good material, but so far, his movies have served only as a reminder that he should be sure to save every possible penny from his *Friends* salary. Extras include commentary, outtakes, deleted scenes, extended scenes, and a making-of documentary.

Movie Score: ●◐
DVD Extras Score: ●●●

STEPHEN KING'S THE SHINING

(Steven Weber, Rebecca DeMornay)

I'll give this TV miniseries one advantage over the classic Stanley Kubrick film-version of the King novel: Rebecca DeMornay is *much* hotter than Shelley Duvall. Otherwise, the Kubrick film has all the advantages. And that's kind of funny, considering this miniseries hews much closer to the original novel (the script was done by King) and fleshes out much that was left out of Kubrick's stylized and spotty adaptation. But Kubrick's version has pure cinematic creepiness and an unhinged Jack Nicholson, while the miniseries reeks of made-for-TV conventionality from director Mick Garris—and from Steven Weber, who, um, is *not* Jack. Ouch and ouch. No extras.

Movie Score: ●●●
DVD Extras Score: N/A

UNDERCOVER BROTHER

(Eddie Griffin, Chris Kattan)

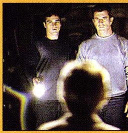
Perhaps it's just me, but I'm of the opinion that if you're going to see just one parody of blaxploitation films this year, you should probably see the one with a hero who's actually a black man, rather than the one with a hero who's a fake British spy with bad teeth. Crazy, I know. Anyway, it helps that *Undercover Brother* is also pretty damn funny and has a field day taking whacks at culture of all colors. Griffin, as the Brother in question, is a hoot, as is Chris Kattan as an evil white dude launching a nefarious plot by The Man to keep the brothers down. Plus, Aunjanue Ellis *and* Denise Richards! Really, what's not to like? Extras include director commentary, deleted scenes, outtakes, a Snoop Dogg video, animated shorts, a "Beat the Man" trivia game, and so on.

Movie Score: ●●●◐
DVD Extras Score: ●●●◐

I SAW THE SIGNS

Aliens or Metaphysics? Your Call

Signs director M. Night Shyamalan shares something with Stephen King, aside from the huge bags of cash they both lug around. What they have in common (and why they both have huge bags of money) is the understanding that nothing's scarier than watching ordinary people realize the world has become totally unhinged—that everything they know and love is like a watercolor painting on a window, and here comes some creepy thing with industrial-strength Windex to wipe it away so you can see what's on the other side. It's a crisis of faith, essentially: What you think you believe is wrong.



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Street Date: 1/7/2003
MSRP: $29.99

Signs starts off with main character Graham Hess (Mel Gibson) already in an obvious faith crisis as an Episcopalian priest who chucked the collar after his wife got killed in an accident so random, it beggars the existence of a loving God. Hess and his family (a brother played by Joaquin Phoenix, and two kids, one played by a member of the ubiquitous Culkin clan) are then thrown into another crisis when crop circles appear at their farm and then all around the world, suggesting an alien invasion. The possible alien invasion is a critical plot point, but the film is less about aliens than Graham's own need to enforce a rational viewpoint on events—a desperate need that's reinforced because he was once intimately involved with the mystical mechanics of faith.

Oh, don't worry—the movie's a lot of fun, too. There are lots of unexplained noises, half-seen crawlies, amusing moments (such as when Graham's family starts wearing tinfoil hats to block out alien rays), and things to make you jump and look nervously over your shoulder. And Mel Gibson is a great vehicle for anxiety: a man of strength on the verge of losing it all. You'll be entertained just fine until the ending, which is a bit flat cinematically, but is metaphysically satisfying in that it shows that faith (ironically) happens for a reason. If you think about it afterward, you might ask yourself if the scope of events in the movie is justified given the relatively small payoff—it's pretty much the ultimate case of the shepherd abandoning the flock to find the lost lamb—but at the time, it's pretty neat.

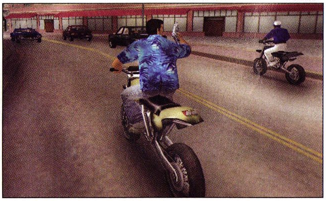
DVD extras include commentary and production featurettes from Shyamalan, an early alien film from Shyamalan, deleted scenes, and storyboards.

Movie Score: ●●●●
DVD Extras Score: ●●●

BY THE NUMBERS

PS2 Top 10 Sales

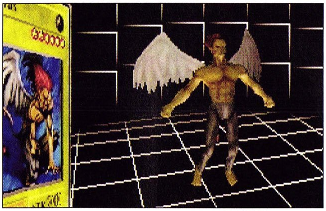
News flash! *Grand Theft Auto: Vice City* is the most popular game on the PlayStation 2 videogame console! Now, raise your hand if you're surprised. Sen. Lieberman, could you please put your hand down?



Arguably the best game on the PS2, *Vice City* is now the most popular as well. It took three days to get to No. 1 on this chart. The rest of these games had all month but still couldn't topple it.

	Last Month	Title/ Publisher	Rating
1	—	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
2	—	**NBA Live 2003** (EA Sports)	★★★★
3	2	**Kingdom Hearts** (Square EA)	★★★★½
4	1	**Madden NFL 2003** (EA Sports)	★★★★★
5	—	**Hitman 2: Silent Assassin** (Eidos)	★★★★½
6	—	**Tony Hawk's Pro Skater 4** (Activision)	★★★★★
7	—	**Lord of the Rings: The Two Towers** (EA Games)	★★★★½
8	—	**Need for Speed: Hot Pursuit 2** (EA Games)	★★★★★
9	4	**Tekken 4** (Namco)	★★★½
10	—	**NBA 2K3** (Sega Sports)	★★★★★

PS1 Top 10 Sales

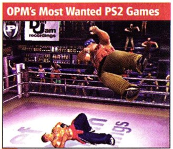


Will *Yu-Gi-Oh* ever give up its kung-fu grip on the No. 1 spot? It's unlikely, since the game has cast a spell over every PS1 owner.

	Last Month	Title/ Publisher	Rating
1	1	**Yu-Gi-Oh: Forbidden Memories** (Konami)	★½
2	3	**SpongeBob SquarePants** (THQ)	★★
3	2	**Spider-Man** (Activision)	★★★★★
4	4	**Gundam: Battle Assault 2** (Bandai)	★★★★
5	6	**Mortal Kombat Trilogy** (Midway)	n/a
6	7	**Gran Turismo 2** (Sony CEA)	★★★★★
7	—	**Scooby-Doo and the Cyber Chase** (THQ)	★★
8	5	**Madden NFL 2003** (EA Sports)	★★★★
9	—	**Spider-Man 2: Enter Electro** (Activision)	★★★½
10	—	**Harry Potter and the Sorcerer's Stone** (EA Games)	★★★

Source: NPDFunworld TRSTS Service, October 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

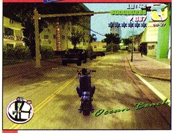


1	**Def Jam: Vendetta**	EA Big
2	**Final Fantasy X-2**	Square EA
3	**NBA Street Vol. 2**	EA Big
4	**Devil May Cry 2**	Capcom
5	**Xenosaga**	Namco
6	**Dark Cloud 2**	Sony CEA
7	**Splinter Cell**	Ubi Soft
8	**Soul Calibur 2**	Namco
9	**High Heat 2004**	3DO
10	**Ico 2**	Sony CEA

Japan's Top 10 PS2 Games

1	**Tales of Destiny 2**	Namco
2	**Toruneko's Grand Adv. 3**	Enix
3	**Gundam G Gen. Neo**	Bandai
4	**Master of the Drum**	Namco
5	**Breath of Fire V**	Capcom
6	**Dark Cloud 2**	Sony
7	**Lupin the Third**	Banpresto
8	**MOH: Frontline**	EA Square
9	**Contra: Shat. Soldier**	Konami
10	**Ultraman Fight. Evo 2**	Banpresto

Top 10 BLOCKBUSTER Rentals



1	**GTA: Vice City (PS2)**	Rockstar
2	**LOTR: 2 Towers (PS2)**	EA Games
3	**Tony Hawk 4 (PS2)**	Activision
4	**Harry Potter (PS2)**	EA Games
5	**Smackdown! SYM (PS2)**	THQ
6	**MOH: Frontline (Xbox)**	EA Games
7	**NFS: Pursuit 2 (PS2)**	EA Games
8	**Conflict: Des. Storm (PS2)**	Gotham
9	**Madden 2003 (PS2)**	EA Sports
10	**Mario Party 4 (NGC)**	Nintendo

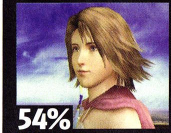
(SOURCE: BLOCKBUSTER, WEEK OF DEC. 3, 2002)

Top 10-Selling Games, All Systems

1	**GTA: Vice City (PS2)**	Rockstar
2	**NBA Live 2003 (PS2)**	EA Sports
3	**Kingdom Hearts (PS2)**	Square EA
4	**Madden 2003 (PS2)**	EA Sports
5	**Hitman 2: Sil. Ass. (PS2)**	Eidos
6	**Yu-Gi-Oh! Eternal (GBA)**	Konami
7	**Tony Hawk 4 (PS2)**	Activision
8	**LOTR: 2 Towers (PS2)**	EA Games
9	**NFS: Pursuit 2 (PS2)**	EA Games
10	**Tekken 4 (PS2)**	Namco

RPG Roll Call

In our playstationmagazine.com poll, we asked which RPG you're most looking forward to. *FFX-2* was the hands-down fave, but Square's other title, *Unlimited Saga*, got less than 1% of the votes.



54%
FINAL FANTASY X-2

17%
XENOSAGA

10%
.hack//INFECTION

6%
STAR OCEAN 3

5%
DARK CLOUD 2

Modern Maturity

Gaming grows up

6.9

OF ALL GAMING SOFTWARE EVER RATED BY THE ESRB, THE PERCENTAGE RATED M FOR MATURE. -ESRB.ORG

11.9

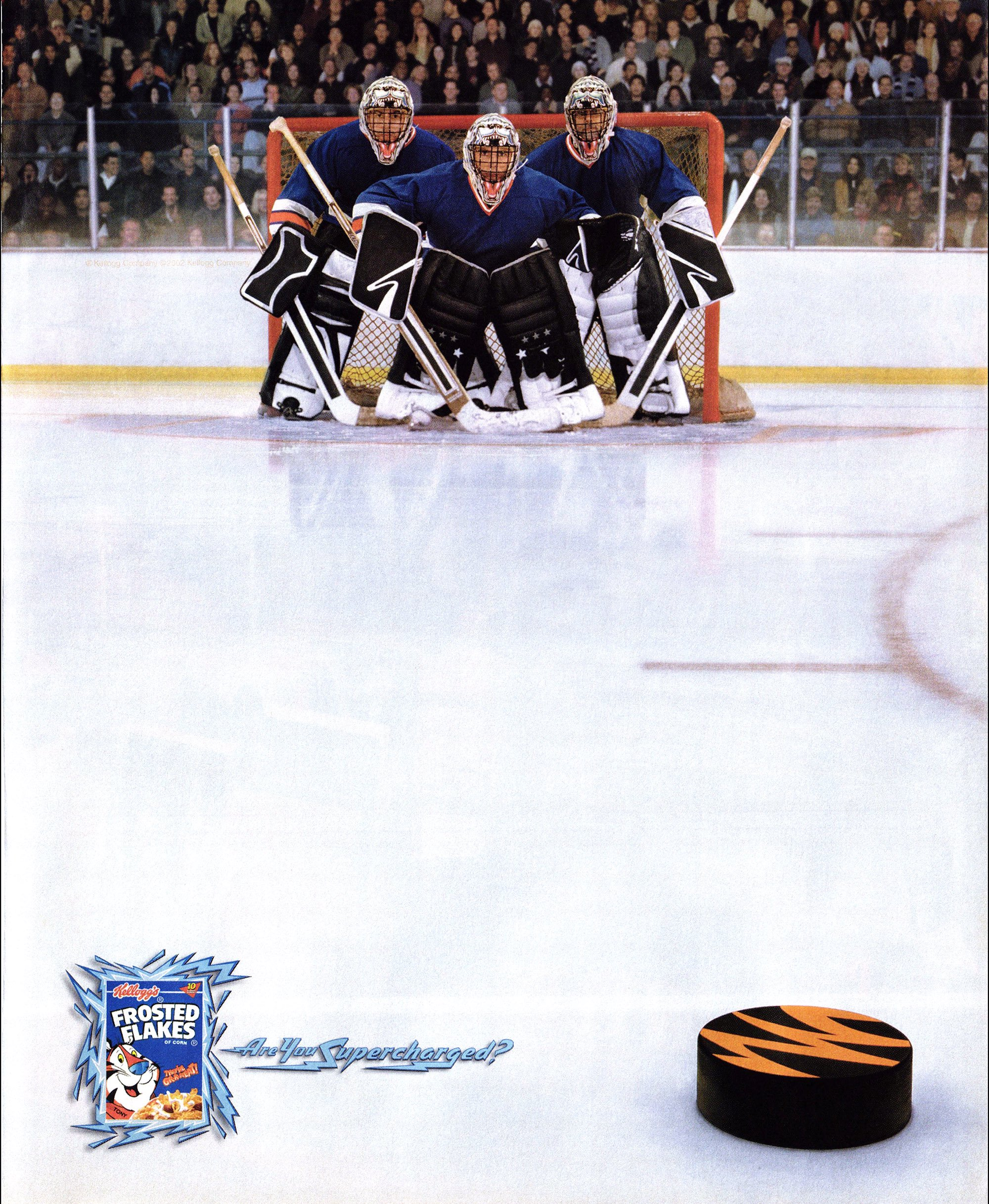
THE PERCENTAGE OF M-RATED PS2 GAMES. -ESRB.ORG

44.4

THE PERCENTAGE OF PS2 GAMES RELEASED BY ROCKSTAR THROUGH JANUARY 2003 THAT ARE RATED M. -ESRB.ORG

3

THE NUMBER OF DAYS IT TOOK ROCKSTAR'S M-RATED GTA: VICE CITY TO SELL A STAGGERING 1.4 MILLION COPIES. -NPDFUNWORLD


Kellogg's
FROSTED FLAKES
OF CORN
10
They're GR-R-REAT!
TONY
Are You Supercharged?

® Kellogg Company ©2002 Kellogg Company

SPECIAL
SHOPLIFTERS WILL BE PROSECUTED to the Fullest Extent of the Law!
Sorry NO CASH REFUNDS
I ♥ heal berries
My parents went to FiLGAiA and all I got was this stupid T-shirt!
WILD ARMS 3
PlayStation 2
LIVE IN YOUR WORLD.
PLAY IN OURS.
NO

In the vast wasteland known as Filgaia, an epic adventure is about to begin. Four drifters seeking fame and fortune must join together in pursuit of ancient treasures. At stake, control of the mighty elemental powers of the Guardians. But their quest won't be easy. Labyrinth-like dungeons, mythical monsters and mind-numbing puzzles await them around every corner. Can they overcome their differences and work together as a team? Will they unlock the knowledge and mystical forces in time to save Filgaia from destruction?

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WILD ARMS 3
Clive has an "explosive" personality
Healberries can only be found or grown.
Gallows is all wet.
Don't forget to reload your weapon
See everything with R1 or L1
Boomerang hard to reach switches.
Upgrade your arms.
914
Virginia
Who are you...?!?!?!
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

PREVIEWS

Bored of *Vice City* yet? Here's what's coming up soon!

FINAL FANTASY X-2

Fantasy girls gone wild

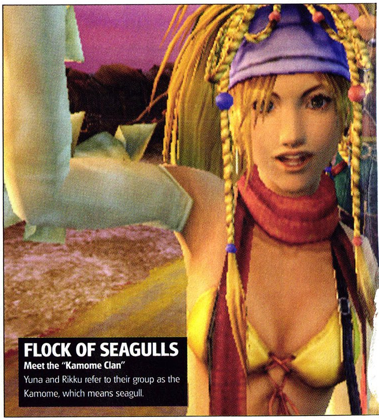
Although we've already reported that the first-ever direct sequel to a traditional *Final Fantasy* game will be quite different from its predecessor, we're still blown away by how much Square is changing in *X-2*. This certainly isn't just a quickie rehash using *FFX*'s game engine and characters. Instead, we're getting a new development setup to replace the Sphere Grid, one that's based on the Job Wheel from *Final Fantasy Tactics* and features a wide (and wacky) range of job classes, from gunner and gambler to pop star and mascot. (We're not sure what being a pop star entails, but we figure it can't hurt to have Yuna and Rikku *act* like pop tarts if they're gonna *look* like pop tarts.) Characters can even switch job classes midbattle, opening up a range of new combat possibilities. Topping it off, battles feature a dynamic Active mode that aims to speed everything up. And for those who decried the linear nature of *FFX*, this time around you'll have an airship from the very beginning, letting you explore Spira at your leisure.

But the coolest change has got to be the game's tone. *X-2* seems to have a campy feel—a frivolously fun *Charlie's Angels* style that's a refreshing break from the somber story lines found in far too many of today's RPGs. And what's not to love about that?

Publisher: Square EA **Developer:** Square **Release Date:** Fall

ダチ：手に入れた映像スフィアを
スピラの歴史研究のため提供する

ダチ：ガガゼトで発見された遺跡で
お宝スフィア反応だ！



FLOCK OF SEAGULLS

Meet the "Kamome Clan"

Yuna and Rikku refer to their group as the Kamome, which means seagull.

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85	Final Fantasy Origins
66	Final Fantasy X-2
85	Jacked
83	Jurassic Park: Project Genesis
85	Lamborghini
73	LOTR: The Two Towers
84	Mace Griffin: Bounty Hunter
82	Midnight Club II
72	My Street
85	Orchid
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70	P.T.O. IV
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70	Tom Clancy's Splinter Cell
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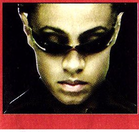
74	True Crime: Streets of L.A.
80	Vexx
80	Wallace & Gromit
74	X2: Wolverine's Revenge
76	Xenosaga Episode 1

COMING SOON

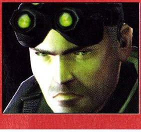
This list is accurate as we go to press. Stuff changes though, so please don't get upset if we're wrong.

JANUARY		
Battle Engine Aquila	Atari	Shooting Stuff
Black & Bruised	Majesco	Cel-Shaded Boxing
E.T.: Return to the Green Planet	NewKidCo	Intergalactic Botany
Devil May Cry 2	Capcom	Kicking Ass
Everblue 2	Capcom	Diving Excitement!
Fisherman's Challenge	Konami	Fishin'
Frogger Beyond	Konami	Hopping
The Getaway	Sony CEA	This One's *Cover*ed
hsx: hypersonic.xtreme	Majesco	futuristic.racing
Malice	Sierra	Action? No Doubt!
The Sims	EA Games	Simulation (duh!)
War of the Monsters	Sony CEA	Monsters Smash!
FEBRUARY		
.hack//INFECTION	Bandai	Pseudo-MMORPG
Barbie: Treasure in Time	Knowledge	Adventuring Doll!
Batman: Dark Tomorrow	Kemco	Caped Crusading
BattleBots	THQ	Robot Fighting
Breath of Fire: Dragon Quarter	Capcom	Traditional RPG
Butt Ugly Martians: Zoom or Doom	Sierra	Butt Ugly Racing
Dark Cloud 2	Sony CEA	World-Building RPG
Disaster Report	Agetec	Earthquake Survival
EverQuest Online Adventures	Sony OE	Life Drainer
Freaky Flyers	Midway	Sky Racing
Midnight Club II	Rockstar	Street Racing
Pride FC	THQ	Fight! Fight! Fight!
Primal	Sony CEA	A Girl and Her Gargoyle
Tomb Raider: Angel of Darkness	Eidos	Finally!
Vexx	Acclaim	Platforming...With Claws!
Yu-Gi-Oh! Duelists of the Rose	Konami	Roses, fighting

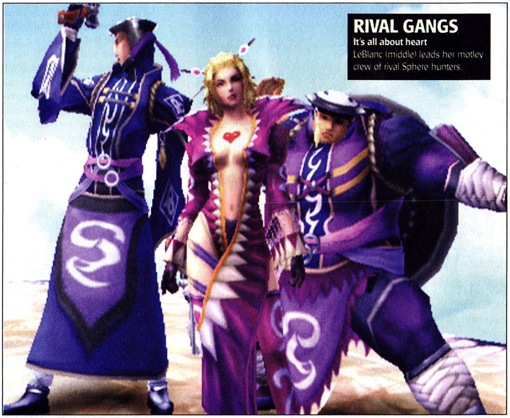


68
RELOADED
Take the red pill
In Shiny's *Enter the Matrix*

84
KER-POW!
The Dark Knight is back
In *Batman: Dark Tomorrow*



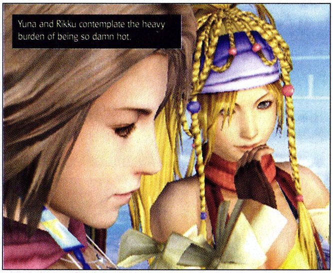
70
BOO!
Ubi Soft's *Splinter Cell*
Gives Solid Snake a fright



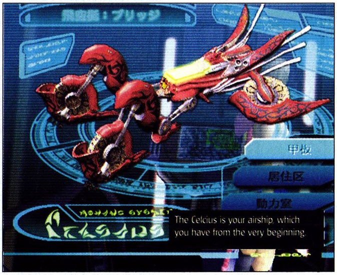
RIVAL GANGS

It's all about heart

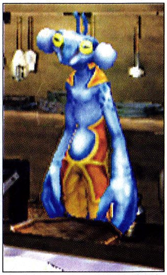
LeBlanc (middle) leads her motley crew of rival Sphere hunters.

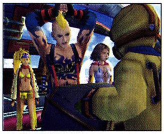


Yuna and Rikku contemplate the heavy burden of being so damn hot.



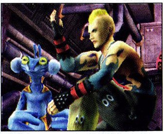
The Celcius is your airship, which you have from the very beginning.



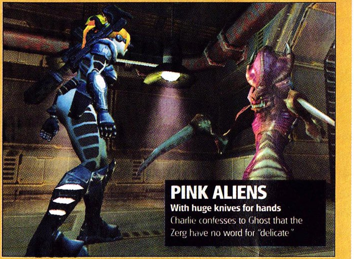


Where's Lulu?

A few months back, Yuna stunned the world with her sassy new look. This month, Rikku returns in rare form. But where's everyone's favorite goth goddess Lulu? Alas, she won't be joining the gal pals on their latest adventure—a quest throughout Spira to track down valuable Spheres. Taking her place is a mysterious new Fantasy girl that Square will debut next month. Stay tuned for a first look at *X-2*'s newest underclad vixen!



www.starcraftghost.com: Check it for regular updates as well as cool downloads and gorgeous wallpapers.



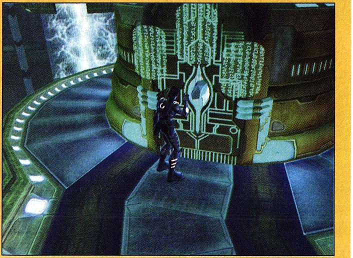
PINK ALIENS
With huge knives for hands
Charlie confesses to Ghost that the Zerg have no word for "delicate"

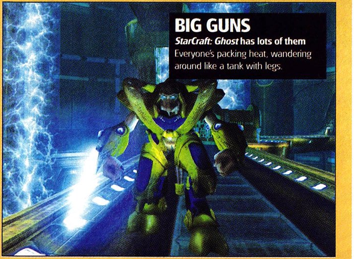
STARCRAFT: GHOST

PC gamers are upset

Since Blizzard announced at the Tokyo Game Show that the next episode in the *StarCraft* franchise will be on consoles only, hardcore fans of the series have become quite upset. Not only is the next game in their beloved series no longer a real-time strategy—it's also console exclusive. The equivalent news for PS2 owners would be something like "the next *Final Fantasy* will be an action game only on PC." Understand their torment now? Not due for at least another year, Blizzard will no doubt spend that time teasing us with gorgeous screens of this sneaky sci-fi action game—just like here. Looks fabulous, doesn't it?

Publisher: Sierra **Developer:** Blizzard **Release Date:** Late 2003





BIG GUNS
***StarCraft: Ghost* has lots of them**
Everyone's packing heat, wandering around like a tank with legs.

ENTER THE MATRIX

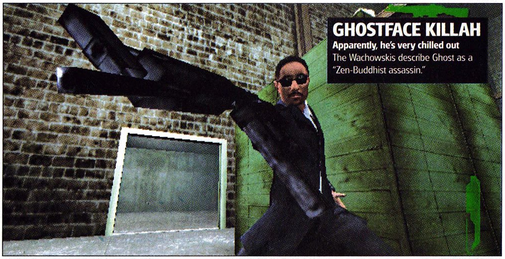
FIRST LOOK

Two movies and at least one game this year

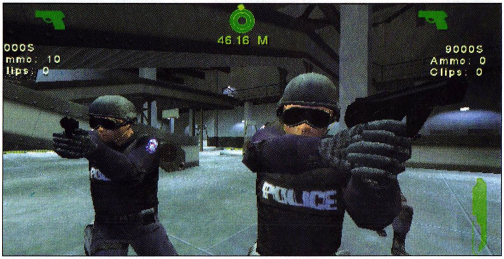
News that Shiny had hooked up with the Wachowski brothers to produce games based on *The Matrix* leaked ages ago, but things have been kept extremely quiet since then. With only five months to go before *The Matrix Reloaded* hits theaters, Shiny is finally spilling the beans on its first game, which we've been assured we'll see the same weekend the movie hits. So what's the deal?

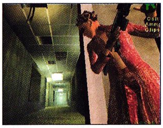
Don't expect a game that follows the movie's plot. Apparently, the Wachowskis wrote an entirely new story for the game that runs concurrently with *Reloaded* and actually gives gamers an insight into how some scenes in the movie are set up. Playing as either Niobe (Jada Pinkett-Smith's part in the flick) or the mysterious character known as Ghost, you get to explore many of the locales that you'll see in theaters this May. But you'll get to see them at a different time and in different states of disrepair. In terms of gameplay, early indications point to something along the lines of *Max Payne* with added kung fu. From what we've seen, there will be plenty of *Metal Gear Solid*-like peeping around corners and shooting to look forward to, as well.

Publisher: Infogrames **Developer:** Shiny Entertainment **Release Date:** May



GHOSTFACE KILLAH
Apparently, he's very chilled out
The Wachowskis describe Ghost as a "Zen-Buddhist assassin."

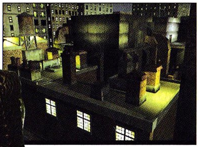




Reloaded: The Plot!

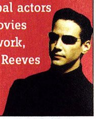
Neo has 72 hours before probes find Zion and destroy it. Meanwhile, he must save Trinity from a dark fate in his dreams.

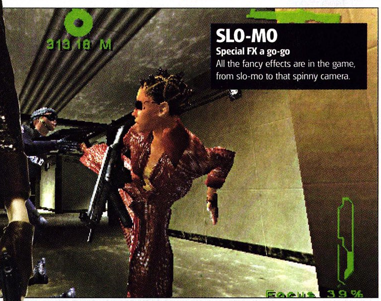
OVERHEARD: "I know what you're thinking, 'cause right now, I'm thinking the same thing. Actually, I've been thinking it ever since I got here: Why oh why didn't I take the *blue* pill?" —Cypher, *The Matrix*



Do you hear that?

All of the principal actors from the new movies recorded voice work, including Keanu Reeves and Laurence Fishburne.

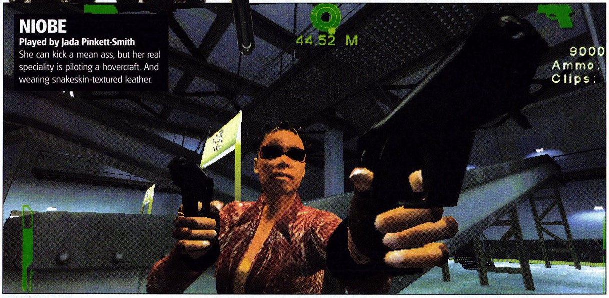




SLO-MO

Special FX a go-go

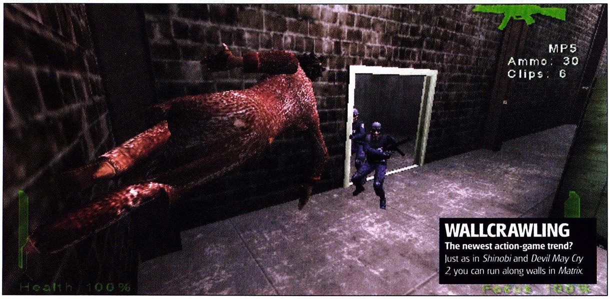
All the fancy effects are in the game, from slo-mo to that spinny camera.



NIOBE

Played by Jada Pinkett-Smith

She can kick a mean ass, but her real speciality is piloting a hovercraft. And wearing snakeskin-textured leather.



WALLCRAWLING

The newest action-game trend?

Just as in *Shinobi* and *Devil May Cry 2*, you can run along walls in *Matrix*.

Contaminate

感染拡大
.hack
INFECTION
vol.1

PlayStation 2

BAN DAI

TEEN
Mature Sexual Themes
Mild Language
Violence

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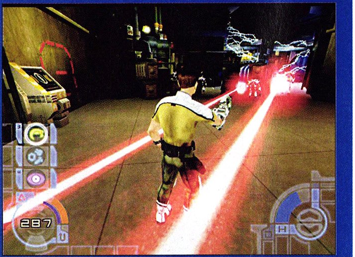
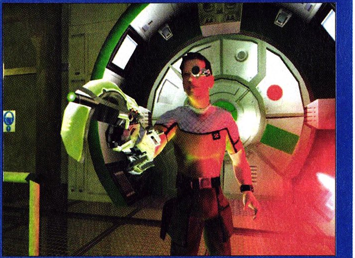
Like guns? Boats? Men in snug-fitting fatigues? These are your pages!

DID YOU KNOW?
Tom Clancy hasn't written a book called *Splinter Cell*. He merely approved Ubi Soft's concept.

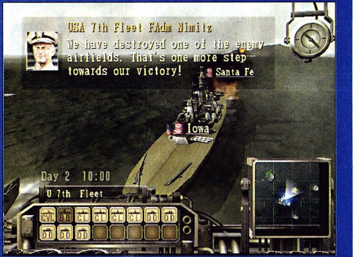




RTX: RED ROCK

Bionic eye for scanning? Check. Cybernetic arm with taser, grappling hook, and grenade launcher attachments? Check. The will to save a Martian colony from alien invaders? You betcha. In *RTX: Red Rock*, you're Wheeler, a Radical Tactics Expert (hence the acronym). Your 10 action-packed missions occur both within the base and on the surface of the Red Planet itself.

Publisher: LucasArts **Developer:** LucasArts **Release Date:** Spring


USA 7th Fleet FAdm Nimitz
We have destroyed one of the enemy airfields. That's one more step towards our victory!
Santa Fe
Iowa
Day 2 10:00
U 7th Fleet

P.T.O. IV

So, Koei's doing another war game. Big surprise, right? Actually, it could be. *P.T.O. IV* has absolutely nothing to do with ancient Asian cultures featuring guys in funny hats! Rather, it follows a line of World War II strategy games most recently seen on the Sega Saturn (P.T.O. = Pacific Theater of Operations). Alter history as you order around the forces of America, Japan, Great Britain, or Germany.

Publisher: Koei **Developer:** Koei **Release Date:** February

TOM CLANCY'S SPLINTER CELL

FIRST LOOK

Not just for Xbox anymore

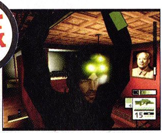
"Only on Xbox," claim the TV and print ads, plus the box of the Xbox game itself. Not anymore. Ubi Soft has now officially confirmed that *Splinter Cell* is coming to PS2 and that an enormous effort is being made to ensure that it's as impressive as possible.

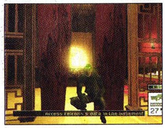
Xbox owners have been going ga-ga over *Splinter Cell* since it was unveiled early last year—and it certainly didn't disappoint when its November release rolled around. By mixing *Metal Gear Solid*-style gameplay with the gritty realism afforded by Tom Clancy's involvement on the story, the game became a roaring hit. It didn't hurt that the game looks absolutely stunning, either.

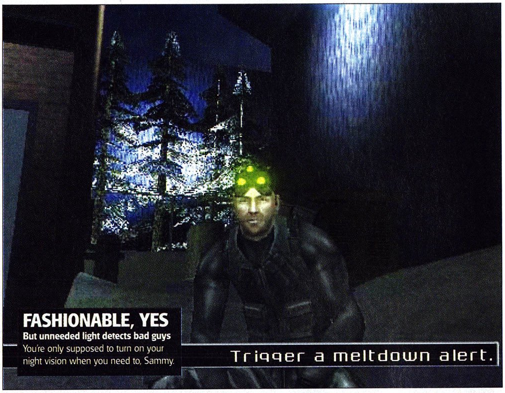
Some doubt was expressed early on as to whether or not the PS2 is capable of producing some of the fancier effects that are so prevalent in the Xbox version of the game—most notably, the lighting effects, which lend an eerily realistic vibe to the whole experience. Although we've seen only some early shots, Ubi Soft's development team in Shanghai seems to be doing an admirable job.

Those of you craving a new *Metal Gear Solid*-style game should be satiated by *Splinter Cell* for quite some time—at least until Hideo Kojima is finally ready to release *Metal Gear Solid 3*.

Publisher: Ubi Soft **Developer:** Ubi Soft Shanghai **Release Date:** Spring



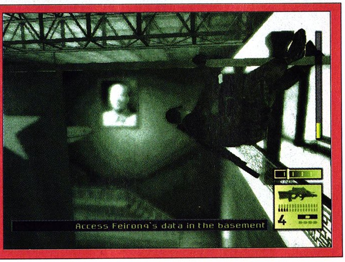




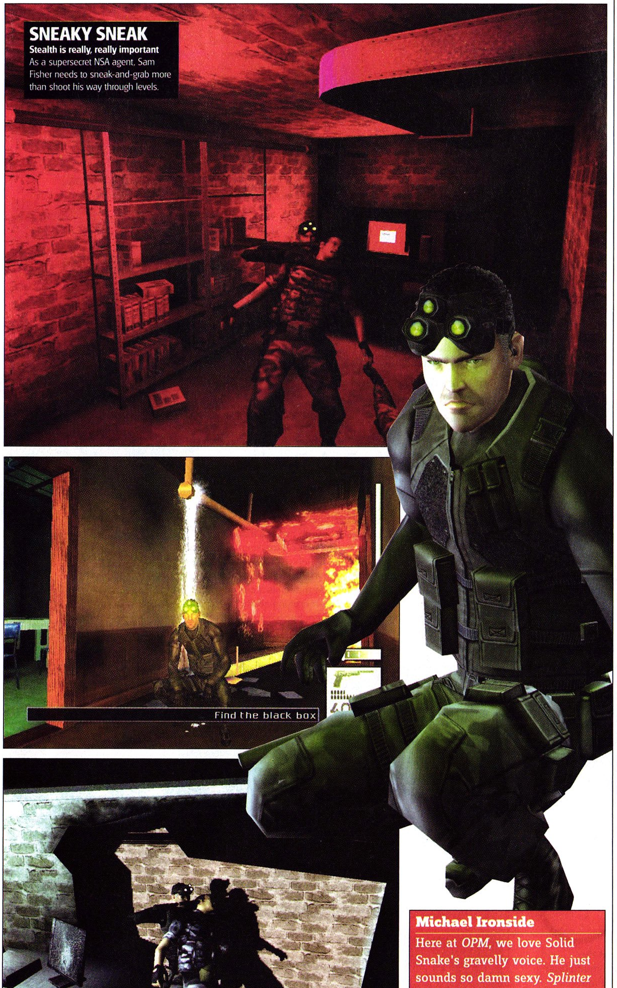
FASHIONABLE, YES
But unneeded light detects bad guys
You're only supposed to turn on your night vision when you need to, Sammy.

Night Vision Goggles

You have to rely on the cover of darkness a lot if you're going to survive in *Splinter Cell*. The A.I. for all of the enemies in the game makes them superaware of what's going on around them, and they're always on the lookout. Often, you're required to shoot out lights and sneak around in the shadows so that you remain unseen. Check out the cool on-screen effect when you wear the IR goggles, though!



94% The average score that the Xbox version of *Splinter Cell* received according to www.gamerankings.com.


Find the black box

SNEAKY SNEAK

Stealth is really, really important

As a supersecret NSA agent, Sam Fisher needs to sneak-and-grab more than shoot his way through levels.

Michael Ironside

Here at *OPM*, we love Solid Snake's gravelly voice. He just sounds so damn sexy. *Splinter Cell*'s Sam Fisher is voiced by Michael Ironside. Who doesn't sound sexy. At all. Ever.

Eliminate
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DOT .hack
INFECTION
vol.1
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PlayStation 2
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Mature Sexual Themes
Mild Language
Violence

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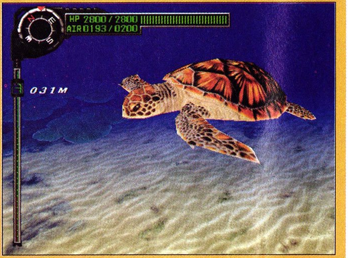
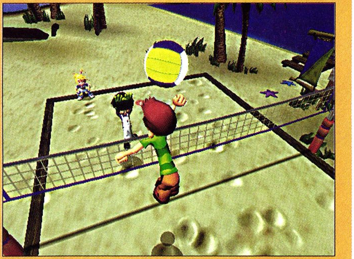
VIII The *Dragon Quest* game that Level-5, the developer of *Dark Cloud 2*, is also working on now, for Enix.

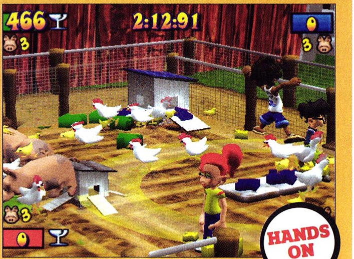


EVERBLUE 2

Whoever said scuba diving wouldn't make for a great videogame experience was wrong...DEAD WRONG! So wrong, in fact, that Capcom is about to release its second scuba game, *Everblue 2*—AND IT'S COMING TO THE U.S.!!! Not only can you explore the Caribbean in search of treasures, but you can also TAKE PICTURES AND START AN AQUARIUM!!!! WOW!!!!!!!!!!!!!!!!!!!!

Publisher: Capcom **Developer:** Arika **Release Date:** Winter



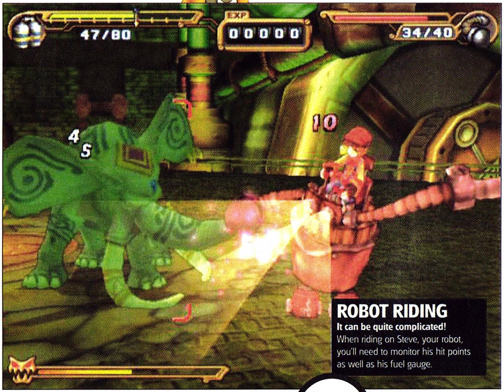


HANDS ON

MY STREET

Yeah, we know *My Street* looks like it's aimed squarely at the preteen market, but this collection of seven ultrasimple multiplayer games (from Lawnmower Racing to Volleyball) might be more addictive than you'd think—especially since you can compete against three other humans online. Our favorite game so far: Chicken Herding, a knockoff of Sega's *ChuChu Rocket!*.

Publisher: Sony CEA **Developer:** Idol Minds **Release Date:** March



ROBOT RIDING

It can be quite complicated!

When riding on Steve, your robot, you'll need to monitor his hit points as well as his fuel gauge.

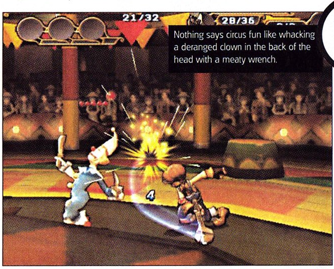
HANDS ON

DARK CLOUD 2

Building a better Dark Cloud

How do you improve something that's already a darn-fine gaming experience? You make it bigger, better, and more beautiful—which is exactly what developer Level-5 aims to accomplish with its follow-up to the innovative *Dark Cloud*. Already, the detailed, cel-shaded graphics are phenomenal—but you can see that for yourself. Beneath the surface lies a bevy of other betterments, starting with the dungeon-crawling combat. Though you now have only two playable characters, each comes with a wider range of moves and a deeper arsenal of weapons. Adding to the fun is a customizable robot ride-pod for Max and a creature-morphing ability for Monica. Even the world-building Georama system has been refined, allowing you much more freedom to rebuild an even better world.

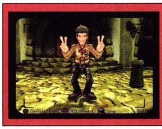
Publisher: Sony CEA **Developer:** Level-5 **Release Date:** February



Nothing says circus fun like whacking a deranged clown in the back of the head with a meaty wrench.

ON THE DISC

Be sure to pop into the Character menu when you're in the sample dungeon. You can swap between Max and Monica, hitch a ride on Max's robot buddy, or morph Monica into different creatures.

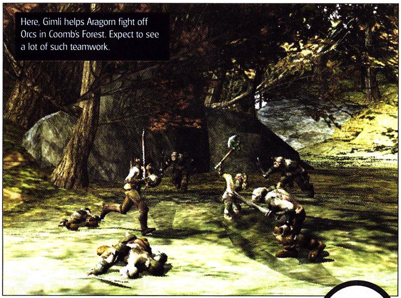


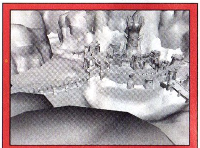
Oh, Snap!

Amateur shutterbugs, rejoice! You can finally put that darkroom to good use with *Dark Cloud 2*'s nifty invention system. Just snap some pics, then arrange them to spawn new items to customize your robo-pal, Steve. Your first challenge: building an energy pack. To do so, you'll need to photograph a milk can, pipes, and a belt—which Sheriff Blinkhorn is more than happy to model for you.

DID YOU KNOW?

With quite a few towers mentioned in *LOTR*, which are *the* two towers? Tolkien himself was unsure. His publisher created the second book's title.


Here, Gimli helps Aragorn fight off Orcs in Coomb's Forest. Expect to see a lot of such teamwork.



A Deep Helm's Deep

What you see here is an early render for Helm's Deep, where much of *Towers'* action takes place. Unlike EA's game, you'll be able to see and go anywhere in the immense fortress, as in a *Dynasty Warriors* game. And the final version will have a lot more color. Obviously.

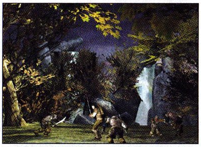
FIRST LOOK

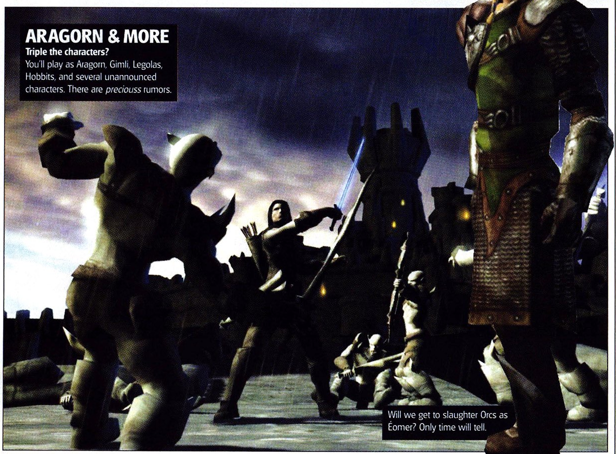
THE LORD OF THE RINGS: THE TWO TOWERS

No, you haven't already played this

Yep, its title is identical to last fall's great hack-n-slasher from EA. But just as it did with *The Fellowship of the Ring*, Black Label has plans to release its own version of *The Two Towers,* inspired by J.R.R. Tolkien's text, not New Line's movies. And if Surreal can pull off everything it has planned for the game—which has been in the works since March (meaning a significantly longer development time than *Fellowship* had)—the result will be a longer, better action game with RPG elements. "Probably the biggest difference between *Fellowship* and *Towers* is that [*Towers'* book content] makes a better game," says Alan Patmore, president of Surreal. Patmore pledges to stay true to the narrative, but never at the expense of good gameplay ("No more fetch the thingies!"). He also assures us of a better camera, improved production values, actual motivation to play again, and "one of the best-looking games on the PS2." We shall see....

Publisher: Black Label Games **Developer:** Surreal **Release Date:** Fall





ARAGORN & MORE

Triple the characters?

You'll play as Aragorn, Gimli, Legolas, Hobbits, and several unannounced characters. There are *preciouss* rumors.

Will we get to slaughter Orcs as Éomer? Only time will tell.

Dominate

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CONTENT RATED BY ESRB
Mature Sexual Themes
Mild Language
Violence

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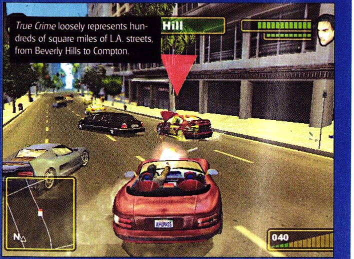
1995 The year of release for *X-Men 2: Clone Wars* on Sega Genesis—the last console *X*-game not in the fighting genre.



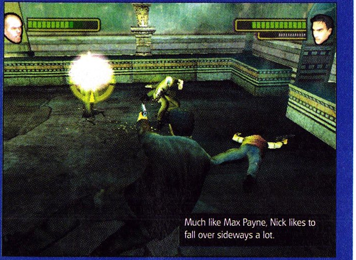
True Crime loosely represents hundreds of square miles of L.A. streets, from Beverly Hills to Compton.

TRUE CRIME:
STREETS OF L.A.

A little bit of everything

After taking a look at *True Crime*, we're reminded of other recent titles—*Grand Theft Auto*, *The Getaway*, *Max Payne*, and *Dead to Rights*, to name a few. At the same time, though, it does feel like its own game. As the LAPD's Nick Kang (according to *Crime*'s press release, "a misunderstood, no-holds-barred, badass cop"—is there any other kind?), it's up to you to solve a case involving not only a Chinese Triad, but also the Russian Mafia. The story takes you from one side of Los Angeles to the other, with action varying from high-speed car chases to hand-to-hand brawls and gunfights ("bullet time" included).

Publisher: Activision **Developer:** Luxoflux **Release Date:** Spring



Much like Max Payne, Nick likes to fall over sideways a lot.

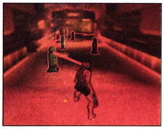
NO
DRAG RACES
SUNDAY
COME INTO THE FACTORIE
BEER
PELICAN

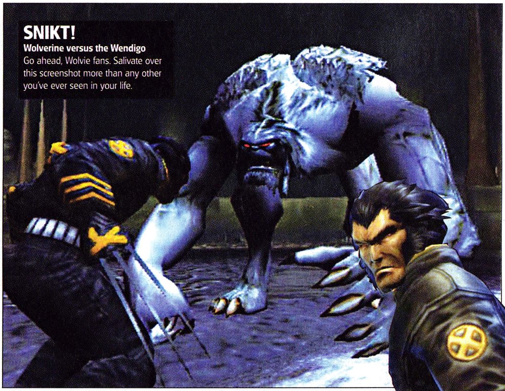
X2:
WOLVERINE'S REVENGE

The best there is at what it does?

Can you say "movie tie-in"? You'd better believe it, bub—well, sort of. Though its title indicates a relation to late spring's big-screen sequel to *X-Men*, *Wolverine's Revenge* very much takes place in the comic-book universe. And, based on what we know, it's the kind of thing the fanboys will definitely want to sink their claws into. *Revenge* takes the ol' Canucklehead on an adventure spanning his past (don't be surprised to hear a reference or two to Marvel's recent *Origin* miniseries), present, and future. We can also expect lots of interaction with other X-Men—plus the obligatory boss fights with the likes of Magneto and Juggernaut.

Publisher: Activision **Developer:** Gene Pool **Release Date:** April

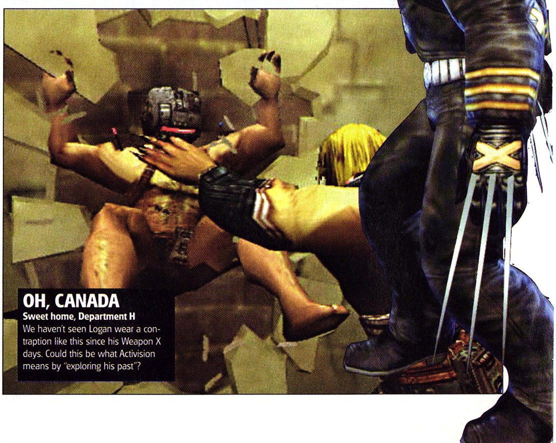




SNIKT!

Wolverine versus the Wendigo

Go ahead, Wolvie fans. Salivate over this screenshot more than any other you've ever seen in your life.



OH, CANADA

Sweet home, Department H

We haven't seen Logan wear a contraption like this since his Weapon X days. Could this be what Activision means by "exploring his past"?

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MORE MAYHEM.
MORE WRECKLESS.
WRECKLESS
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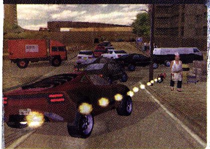
ORIGINAL HIT AVAILABLE FOR XBOX™ VIDEO GAME SYSTEM

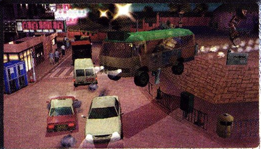
Screenshots taken from PlayStation®2 computer entertainment system gameplay.

> *"...smash into pretty much anything you see...get that euphoric feeling that comes rarely in life."*
> — PSM, October '02



Blast away enemies with new CAR-MOUNTED ROCKET LAUNCHERS and blast away friends in MULTIPLAYER showdowns.

Drive down the mob in high-speed pursuits, then explore the city at your pace in EXCLUSIVE FREE ROAM CHALLENGES.



Take on the cut-throat Yakuza mafia as a top-level cop or spy in 40 INSANE MISSIONS —double the number of the original hit.

For even more high-impact action, DON'T BRAKE FOR PEDESTRIANS. Now if they get in your way, they're gonna pay.

TEEN
T
Violence
CONTENT RATED BY
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BUNKASHA GAMES

STEALTH studio

Traveller's Tales

PlayStation®2

GAMECUBE

XBOX

ACTIVISION

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Because quoting Nietzsche is clever and sexy. Really.

70 The number of hours it typically takes people to play all the way through Square's *Xenogears*

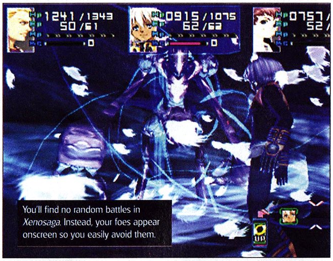
XENOSAGA EPISODE 1: DER WILLE ZUR MACHT

HANDS ON

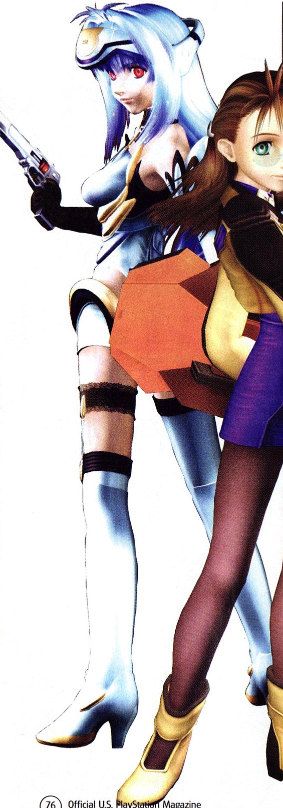
As big and bold as its title suggests

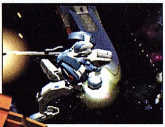
For those of you not up on your German, *Xenosaga*'s subtitle translates as "the will to power"—a reference to the seminal work of the oft-misunderstood philosopher Nietzsche. If that info alone has your head swimming, then prepare yourself to plunge even deeper into the heady depths with Namco's massive, big-budget RPG extravaganza. With production values that rival the very best from Square (and why not, since developer Monolith is composed of ex-Square guys who worked on Square's *Xenogears*), *Xenosaga* is poised to offer the only real challenge to *Final Fantasy* when it comes to a killer combo of story, gameplay, and presentation. The story is so grand, in fact, that in the first six hours of the game, we spent what amounted to just one hour actually *playing*. But we're not complaining, since *Xenosaga*'s sci-fi, soul-searching drama had us hooked from the outset—and when we finally got around to a few battles, we were treated to a combat system as deep as it is fun.

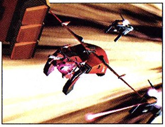
Publisher: Namco **Developer:** Monolith Software **Release Date:** February 25



You'll find no random battles in *Xenosaga*. Instead, your foes appear onscreen so you easily avoid them.







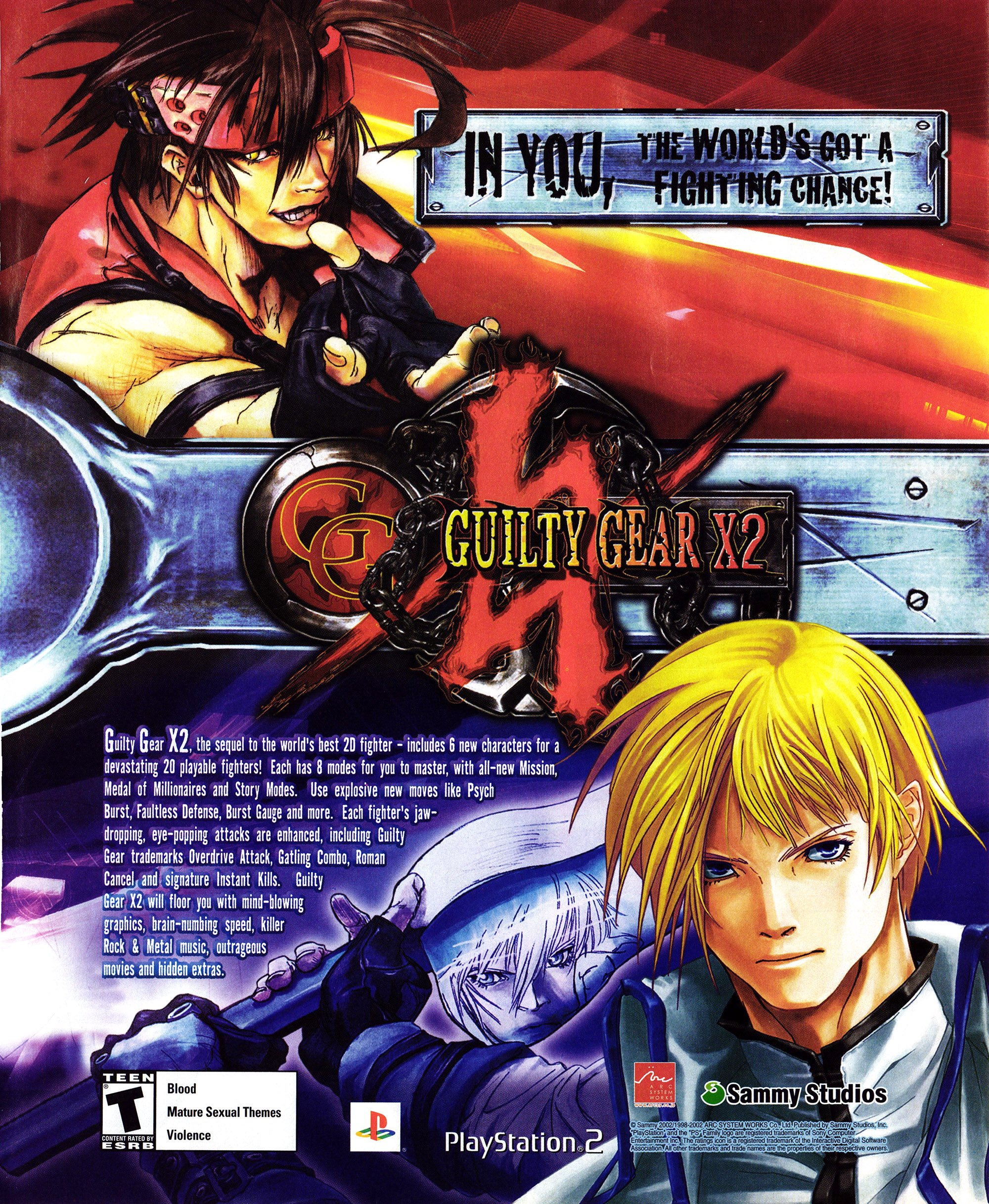
Big Hunka Robots

When the going gets tough, call on your A.G.W.S. (Anti-Gnosis Weapon System) mech to bail you out. But don't just use them willy-nilly. You can refuel only at select locations, so if you run low on hit points, you're screwed.

Girl Power

Before you get too hot and bothered over *Xenosaga*'s sexy leading ladies, keep this in mind: Shion Uzuki (right) seems to care more for robots than she does for her fellow humans, and KOS-MOS is a man-made killing machine who won't blink an eye at blasting you away if you get in her path. And if you get really naughty, Shion can call on a massive mech to stomp on your ass.

Battles feature a remarkable depth that'll have you always thinking about the best ways to clobber your foes.


IN YOU, THE WORLD'S GOT A FIGHTING CHANCE!
GG
GUILTY GEAR X2

Guilty Gear X2, the sequel to the world's best 2D fighter - includes 6 new characters for a devastating 20 playable fighters! Each has 8 modes for you to master, with all-new Mission, Medal of Millionaires and Story Modes. Use explosive new moves like Psych Burst, Faultless Defense, Burst Gauge and more. Each fighter's jaw-dropping, eye-popping attacks are enhanced, including Guilty Gear trademarks Overdrive Attack, Gatling Combo, Roman Cancel and signature Instant Kills. Guilty Gear X2 will floor you with mind-blowing graphics, brain-numbing speed, killer Rock & Metal music, outrageous movies and hidden extras.

TEEN
T
CONTENT RATED BY ESRB

Blood
Mature Sexual Themes
Violence

PlayStation 2

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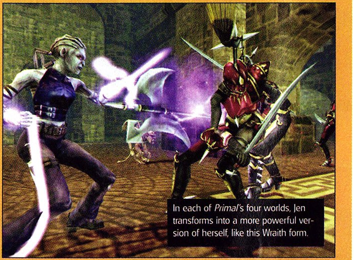


In each of *Primal*'s four worlds, Jen transforms into a more powerful version of herself, like this Wraith form.

PRIMAL

Keep on rockin' in the Scree world

If you're ever lying comatose in a hospital and a talking gargoyle comes to visit, don't just assume you've died and gone to...well, wherever a mobile slab of stone with the voice of *Babylon 5*'s G'Kar might approach you. He might ask for your help in a quest to save not only your world, but also a parallel universe. Such is the case in *Primal*, where you, as a hottie named Jen (voiced by *Xena*'s Hudson Leik), follow your new friend Scree into an alternate dimension on the brink of being overrun by evil. And, oh yeah—your rockstar boyfriend's also lost somewhere in there. Saving him requires Jen to visit four different worlds, where she takes on unholy entities by transforming into demonic forms herself. Play as Scree, too, to help solve some intricate puzzles.

Publisher: Sony CEA **Developer:** Cambridge Studio, SCEE **Release Date:** February

www.castlewolfenstein.com
Everything you could possibly need to know is on the official site.

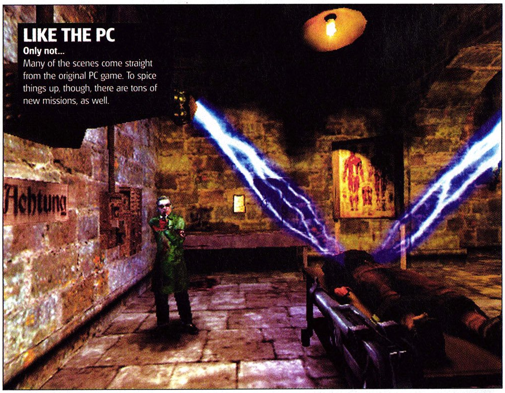
RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

HANDS ON

Doom meets *Medal of Honor*

If you didn't learn about Adolf Hitler's fascination with the occult in history class, you at least saw it in action in *Raiders of the Lost Ark*. With that in mind comes the story behind the PS2 debut of the *Wolfenstein* franchise, a World War II first-person shootout pitting you in a German castle against everything from Nazis to zombielike who-knows-whats. With its zippy new subtitle, *Operation Resurrection* takes the PC's *Return to Castle Wolfenstein* and jazzes it up with a few new levels, more secret areas, and additional weapons. The game also looks fantastic—it might even be the most crisp-looking FPS on PS2. It's just too bad there's no multiplayer to be found.

Publisher: Activision **Developer:** Raster **Release Date:** Summer



LIKE THE PC
Only not...
Many of the scenes come straight from the original PC game. To spice things up, though, there are tons of new missions, as well.

Nice Guns
Nazi chicks in black leather
She must have lost a contact lens or something.

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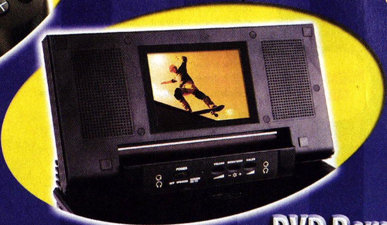

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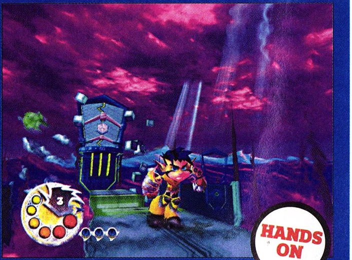
OUR DREAM Before becoming director of *Devil 2,* Tsuyoshi Tanaka was an editor for a Japanese videogame magazine. This is his first actual game development job.

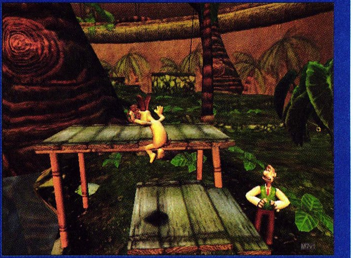


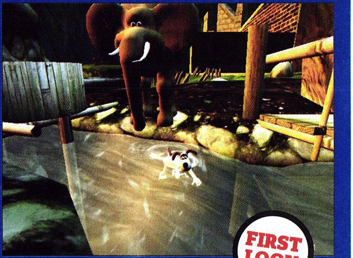
HANDS ON

VEXX

We mentioned in *OPM* 61 that *Vexx* was designed with older gamers in mind. To be honest, now that we've spent some time with a playable version, we're having some trouble finding these advertised mature elements...unless you count all the swearing we'll be doing if the camera, controls, and framerate don't shape up. At this stage, it's just barely playable. Let's hope it improves.

Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** February





FIRST LOOK

WALLACE & GROMIT

For most Americans, a claymation reference likely brings to mind the California Raisins—but we've heard through the grapevine that for the British, it's *Wallace & Gromit*. The makers of *Chicken Run* have delighted audiences for over a decade now with the adventures of a dude and his dog. In this great-looking platformer, you play as Gromit, though Wallace is there to assist when needed.

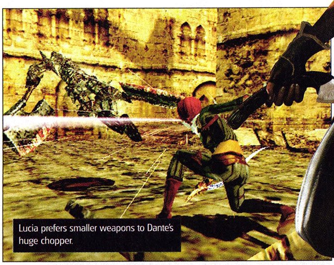
Publisher: Bam **Developer:** Frontier **Release Date:** October

DEVIL MAY CRY 2

Girl's night out

If you've been following our coverage of *Devil May Cry 2*, you've seen your fair share of screens featuring Dante in action. But only now has Capcom finally shown us much of his new female companion, Lucia, taking it to the forces of evil. Of the few complaints those who experienced the first *Devil* had, one of the biggest was not being able to play as Trish, the sexy blonde who could obviously hold her own in a fight. Well, you won't find Trish in this game (at least not as far as we know), but Lucia is primed to kick major ass—totally in place of Dante if you wish. When you begin the game, choose to play through as either character, then see how your actions affect the game for the other person when you're done (very *Resident Evil 2*). Yep, we wanna play this one!

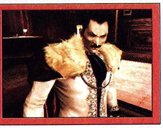
Publisher: Capcom **Developer:** Capcom **Release Date:** January 28

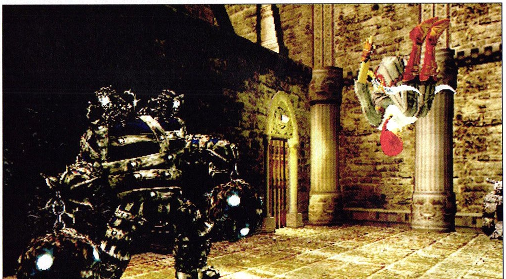


Lucia prefers smaller weapons to Dante's huge chopper.

Who's this guy?

We know that *Devil 2*'s villain wants to summon demons to help him take over the world—but that's about it. Well, except for the fact that he's ugly, and his mother dresses him funny.



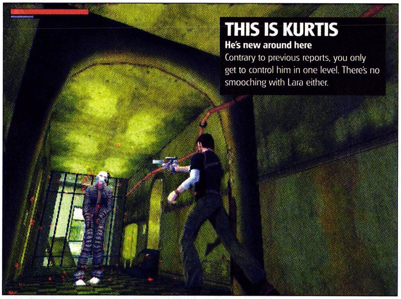


PLAY YOUR WAY

Lucia and Dante do it differently

Though most levels, like this one, are the same for Dante and Lucia, each character also has unique stages to complete.

3 The number of *Tomb Raiders* we'll see on PS2. Why? One a year for the rest of the system's estimated life. Look for the last episode in early 2005.



THIS IS KURTIS

He's new around here

Contrary to previous reports, you only get to control him in one level. There's no smooching with Lara either.

Another Movie

Angelina Jolie stars in the lengthily titled *Lara Croft and the Cradle of Life: Tomb Raider 2*, due in theaters this summer. Word is, it's much better than the first. Not hard to imagine.

TOMB RAIDER: THE ANGEL OF DARKNESS

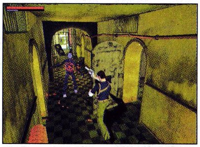
The first of a new trilogy

When we polled you on Gamers.com as to whether or not you were excited about the new *Tomb Raider*, 40 percent of you claimed that you weren't. Considering that the franchise is one of the most successful in gaming history—and certainly one of the biggest names on PlayStation—it's further proof that even a good thing can overstay its welcome.

Eidos and Core have a lot to prove with Lara's first PS2 outing. They're so eager to please, the game was pushed back from November to February so that it could be focus tested, tweaked, nipped, tucked, and refined into a game worthy of the original—a second playable character, a glaive-wielding magician named Kurtis Trent, has even been added.

As we go to press, we have seen very little in the way of playable code. Core has been playing its cards very close to the vest and clearly harbors concern about anything other than final design-work being seen.

Publisher: Eidos **Developer:** Core Design **Release Date:** February



ROCK ON

Lara dangles gracefully

The free form climbing in a completely new thing for Lara. She's very good at it.

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GAME	PUBLISHER	RELEASE DATE
Malice	Sierra	1/1/03
War of the Monsters	SCEA	1/5/03
Dragon's Lair 3D	Encore Software	1/13/03
Freaky Flyers	Midway Games, Inc.	1/15/03
The Sims	Electronic Arts	1/15/03
Primal	SCEA	1/17/03
Vexx	Acclaim	2/1/03
Starsky and Hutch	Empire Interactive	2/2/03
Frogger Beyond	Konami	2/2/03
Evil Twin	Ubi Soft	2/6/03
Pride FC	THQ	2/6/03
.hack: Infection	Bandai America	2/13/03
Midnight Club 2	Rockstar Games	2/13/03
The Lost	Crave Entertainment	2/15/03
Tomb Raider: Angel of Darkness	Eidos Interactive	2/15/03
Elder Scrolls Adventures	Bethesda Softworks	2/17/03
King of the Coliseum	bam! entertainment	2/21/03
Barbie: Treasures in Time	Vivendi Universal	2/28/03
Batman: Dark Tomorrow	Kemco	3/5/03
Tankers	Titus	3/5/03
Mace Griffin Bounty Hunter	Crave Entertainment	3/13/03
Dynasty Warriors 4	Koei	3/21/03
Duke Nukem	Take 2 Interactive	3/26/03
Return To Castle Wolfenstein	Activision	3/27/03
Armada 2: Star Command	Metro 3D	4/16/03
The Sum of All Fears	Ubi Soft	4/26/03
Top Gun 2	Titus	6/5/03

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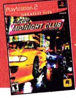
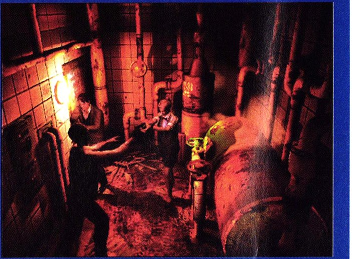
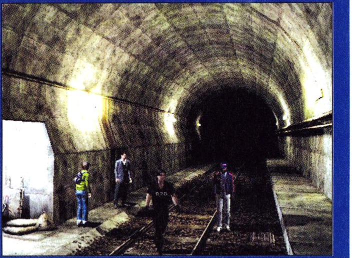
PREVIEWS



DID YOU KNOW?
The original *Midnight Club* was one of the first games to achieve PS2 Greatest Hits status.

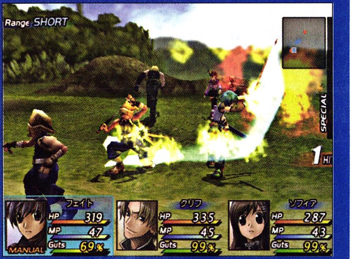




RESIDENT EVIL ONLINE

Although it's still early, we recently got a chance to see how Capcom's online survival-horror game plays out. You choose one of eight characters—a police officer, a surgeon, what have you—and use your specific talents along with the skills of your teammates to escape zombie-infested Raccoon City. You can venture out on your own, but the real fun comes from blasting creatures with other players.

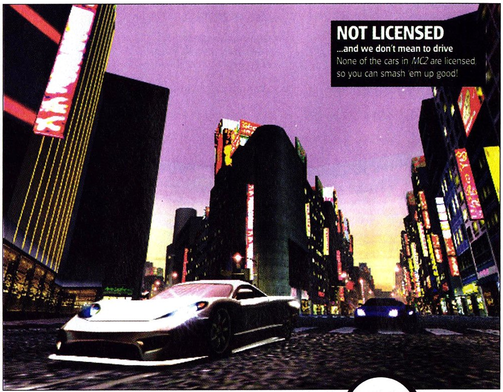
Publisher: Capcom **Developer:** Capcom **Release Date:** Fall



STAR OCEAN: TILL THE END OF TIME

Now that Square is tied to it, perhaps the *Star Ocean* series will finally get some good exposure in the States. Not that it couldn't grab a lot of attention on its own merits, though. *Till the End of Time* is shaping up to be one of this year's top RPGs, with a superb graphics engine, a great new story from Tri-Ace (of *Valkyrie Profile* fame), and a completely original, nonrandom, real-time battle system.

Publisher: Enix **Developer:** Tri-Ace **Release Date:** Fall



NOT LICENSED
...and we don't mean to drive
None of the cars in *MC2* are licensed, so you can smash 'em up good!

MIDNIGHT CLUB II

HANDS ON

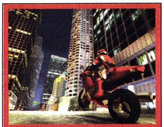
Fast and furious street racing

The original *Midnight Club* was one of the first games released on PS2; consequently, it sold significantly well. Later, association with the themes of the Vin Diesel flick *The Fast and the Furious* certainly didn't hurt, nor did the Rockstar logo on the box once *Grand Theft Auto III* hit stores.

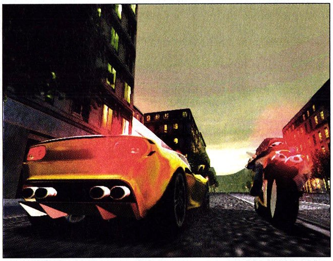
Unlike other racers, *Midnight Club II* offers an enormous amount of freedom. If you played the original, you'll recall that many of the races allowed you to tag checkpoints in any order you chose to win races and earn new cars. The sequel works with a similar but refined structure. This time, all of the levels represent real cities even more closely than before. Paris, in particular, looks especially believable with all of its famous landmarks in place, including the pyramid on top of the Louvre—which very handily doubles as a kick-ass stunt ramp, if you're so inclined.

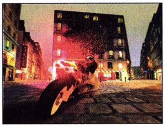
The fantasy aspects of *MC2* are much more pronounced than in the original, and there are some truly crazy stunts to be pulled off—even on motorcycles this time—if you have the stomach for it. Watch for a review in *OPM* next month.

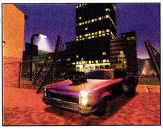
Publisher: Rockstar **Developer:** Rockstar San Diego **Release Date:** January

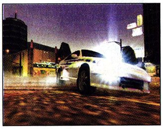


Leathers Are Cool
Street racing a tricked-out hot-rod is all well and good, but if you really want to impress the ladies, pull up to a street race on a superbike. Chicks love a guy in racing leathers.









JURASSIC PARK 4?

Since the release of *JP3,* Steven Spielberg has said that a fourth film was in order, and recent Ain't It Cool News rumors suggest it's well under way. The early word: It sucks.

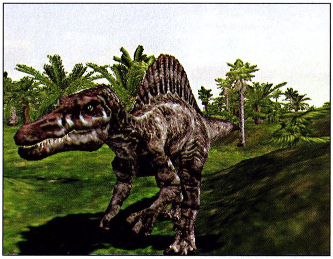
JURASSIC PARK: PROJECT GENESIS

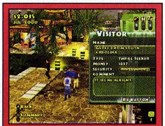
HANDS ON

Hold on to your butts

Of all the *Jurassic Park* game concepts to come along, *Project Genesis* has got to be the best. Granted, the idea of a *Sim City*-type game featuring dinosaurs isn't totally original (an expansion pack to *Zoo Tycoon* on PC did it last spring), but the *JP* license does add a certain degree of coolness. Plus, it's just flat-out fun not only to watch your dinos interact (whether peacefully...or hungrily), but also to see a T-Rex go on a people-eatin' rampage. And when you're not managing things like R&D or concession-stand placement, you might choose to jeep through the park yourself or shoot runaways from a chopper in the 12 minigames.

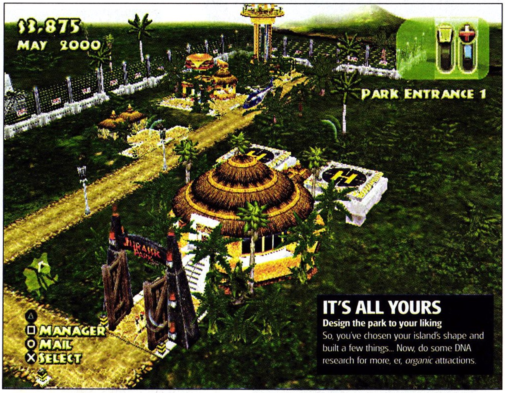
Publisher: Black Label Games **Developer:** Blue Tongue **Release Date:** March





Crowd Pleaser

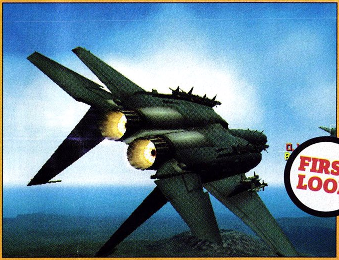
Frequent rain dampens all guests' spirits, but you also have to consider individual tastes. Pleasing a "thrill seeker" like Geoff without alienating the less adventurous can be tough.



IT'S ALL YOURS

Design the park to your liking

So, you've chosen your island's shape and built a few things... Now, do some DNA research for more, er, *organic* attractions.

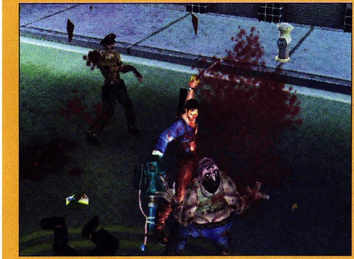


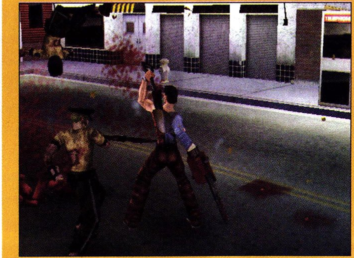
FIRST LOOK

AERO ELITE COMBAT ACADEMY

When we showed you this game back in *OPM* 57, it was still known by its Japanese name, *Aero Dancing 4*. Well, now the action-flight sim is headed stateside, along with a new name (making it less prissy...but a mouthful). Featuring both training and full-on aerial combat missions, *Aero* allows you to pilot over 60 different crafts, ranging from supersonic fighters to attack helicopters.

Publisher: Sega **Developer:** Sega-AM2 **Release Date:** March



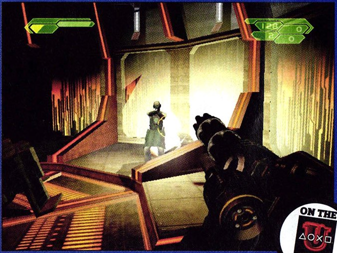


EVIL DEAD: A FISTFUL OF BOOMSTICK

As we've mentioned before, *Boomstick* comes from Viz, the developer of *State of Emergency*. And it shows: Scenes with more than 50 onscreen Deadites—all after you at once—aren't uncommon here. Thankfully, you (as Ash) come armed with plenty of weaponry, ranging from chain saw to shovel to...well, boomstick—all tools, mind you, that can fully dismember these baddies. Groovy.

Publisher: THQ **Developer:** Viz Interactive **Release Date:** March

COMING SOON?
Batman: Dark Day After Tomorrow

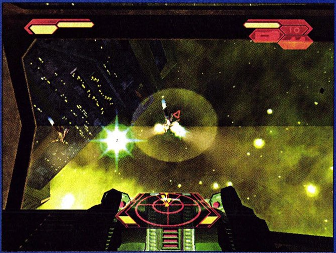


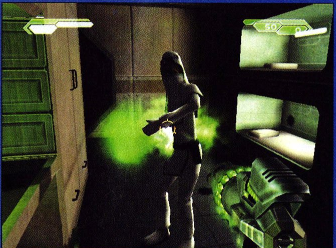
MACE GRIFFIN:
BOUNTY HUNTER

Colony Wars + FPS = Cool

We're still holding out for a playable version of this game, but the more we see and hear, the more excited we get. Warthog, as you may remember, was responsible for *Star Trek: Invasion*, and some of the team worked on the fantastic *Colony Wars*. This means that the space combat that makes up a significant portion of *Mace Griffin* should kick some fairly serious ass. What's neat is that there is also a great deal of first-person-shooting action—and the transition between the two is instantaneous: Mace runs along a corridor, hops into a ship, and takes off, all without any messy loading. Check out the video on the disc for yourself!

Publisher: Black Label Games **Developer:** Warthog **Release Date:** March



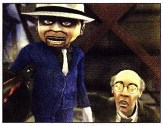


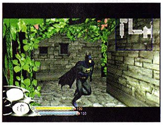
BATMAN:
DARK TOMORROW

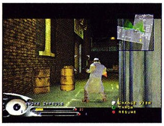
The Dark Knight returns

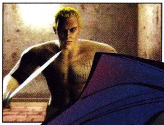
In order to bring us the greatest Batman tale ever told in a videogame, Kemco has teamed Bat-fanatic Kenji Terada (best known for writing the first three *Final Fantasys*) with *Gotham Adventures* scribe Scott Peterson to create a dark, intricate story worthy of the DC universe. The plot spans all of Gotham, and the Dark Knight confronts everyone from the Joker to lesser-known villains such as Mr. Zsasz and Killer Croc—something true fans should really dig. But will the gameplay live up to the story or suffer the same mediocre-at-best fate of every modern Bat-game? Check out our hands-on look next month for the lowdown.

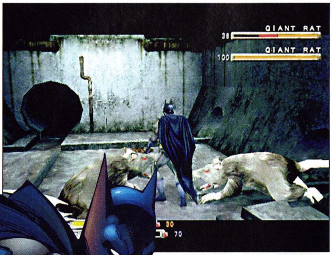
Publisher: Kemco **Developer:** Kemco **Release Date:** March











BE BATMAN

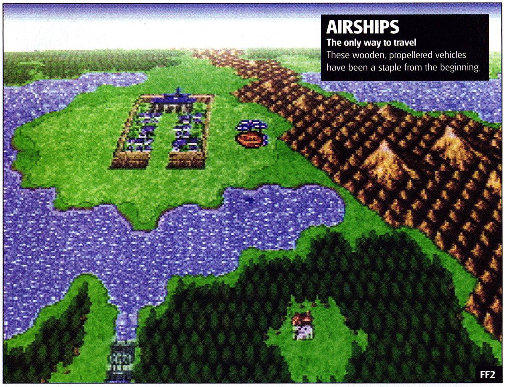
The first good Batman PS game?
We asked writer Kenji Terada what makes *Dark Tomorrow* a good superhero game. His response:

"I think that any superhero game depends on how much the player can become the main character and defeat villains using superhuman skills. In *Dark Tomorrow*, I know that players can become Batman and experience Gotham City. *Dark Tomorrow* is *the* game that will give people the Batman experience."

Sounds familiar. Let's hope the extra time this game is taking lives up to the talk—and the potential.

126 With six classes and four party members, the number of possible unique parties that can play through the game in *Final Fantasy I*.

www.lambocars.com
Want a better idea of the cars in *Lamborghini*? Check out this site for a history lesson.



AIRSHIPS
The only way to travel
These wooden, propellered vehicles have been a staple from the beginning.

FF2

FINAL FANTASY ORIGINS

PS one

Journey back to Square one

New-school RPG devotees may be salivating over Rikku's return in *Final Fantasy X-2*, but old-school types are drooling over something altogether different: pixels—and very few of them! That's exactly what they'll get when they boot up *Origins*, a single-disc compilation including the original *Final Fantasy* (released in Japan in 1987, then in the United States in 1990) and *Final Fantasy II* (out in Japan in 1988). Not only will we finally see a U.S. version of *FFII*, but both games feature numerous enhancements that'll make *Origins* much more than just a history lesson.

Publisher: Square EA **Developer:** Square **Release Date:** Spring

FF2

FF2

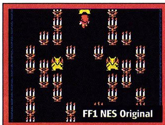
FF1

FF2

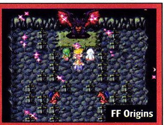
FF2

FF1

FF1



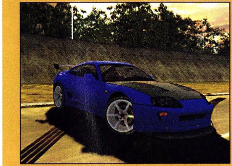
FF1 NES Original



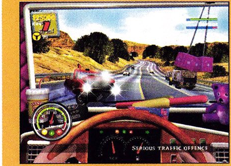
FF Origins

You call that enhanced graphics?

Believe it or not, the graphics you see in these *Origins* screenshots have been enhanced from their original 8-bit appearance. Heck, you might even say they're close to, er, 16-bit quality! But that's not all that's new; Square has tossed in new CG opening movies, new theme songs, improved sound quality, a Yoshitaka Amano art gallery, a detailed bestiary, a quick-save function, and several other modes and extras to add to the replay value.

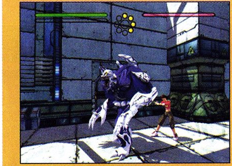


STREET RACING SYNDICATE
Publisher: 3DO
Developer: Eutechnyx
Release Date: Summer
Sort of like *The Fast and the Furious*—only it's not *Midnight Club*. *Syndicate*'s big draw: Gamble your babes.



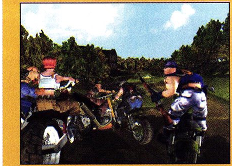
BIG MUTHA TRUCKERS
Publisher: Empire
Developer: Eutechnyx
Release Date: Spring
Just take *18 Wheeler*, add a few gameplay features (and stereotypes), make it last a bit longer, and you've got the basics of this *Mutha*.

LAMBORGHINI
Publisher: Majesco
Developer: Rage
Release Date: Summer
Boasting the entire history of Lamborghini designs, this upcoming racer promises to be the ultimate tribute to the ultimate auto.



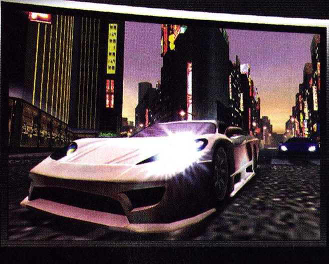
ORCHID
Publisher: Namco
Developer: Argonaut
Release Date: Fall
You're a girl who wakes up with amnesia only to find yourself being chased by a corporate army. Thankfully, you've got some (big) help.

SEEK AND DESTROY
Publisher: Conspiracy
Developer: Takara
Release Date: January
Picture a budget-priced tank warfare game by the makers of *Gadget Racers* and this is what you'd see. It's cute, sure, but also lots of fun.

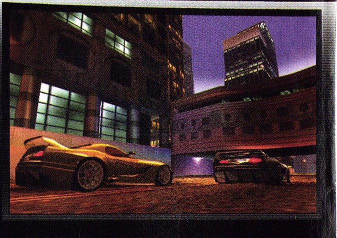


JACKED
Publisher: 3DO
Developer: 3DO
Release Date: Summer
A good *Road Rash*-style game hasn't hit us in years, but 3DO wants to change that soon. We'll just have to see if it can pull *Jacked* off.

Meet the world's most notorious drivers on the streets of LA, Paris, and Tokyo.



Choose from the latest performance enhanced vehicles and compete to make a name for yourself.



There are no rules - drive anywhere in the city. Find the fastest route to win.

"(An) insane urban racing experience... it's ultra-illegal stuff that you've dreamed of doing."

- PSM DECEMBER 2002

TEEN
T
CONTENT RATED BY
ESRB

Violence

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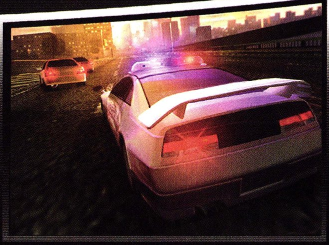
The Future Of Illegal Street Racing

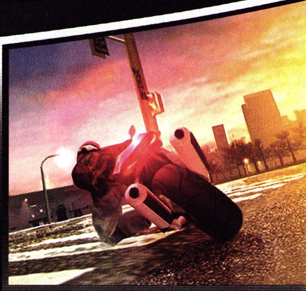
MIDNIGHT CLUB II

LOS ANGELES / PARIS / TOKYO

The Midnight Club is now open to motorbikes. Take advantage of the speed and control - but watch out, a wrong move will send you flying.



The cops know you are out there - don't get caught.



Use tricks to gain an edge or just to show off. Style is almost as important as winning.

COMING SOON WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2

XBOX LIVE PlayStation®2 ONLINE BROADBAND ONLY PC CD ROM

LOND
BRA

DON
AWLING

by John Davison

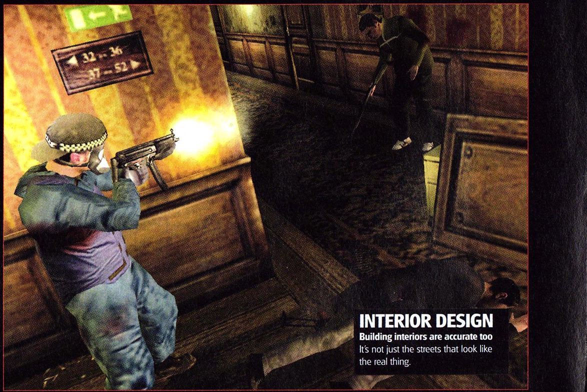
It's the biggest project ever from a European developer. The core team was 55 people, supplemented by 30 actors plus wardrobe, sculptors, and set designers. There are so many people on this game, the credits take seven minutes to roll by!

The June 2000 issue of *Official U.S. PlayStation Magazine* (*X-Men* was on the cover, in case you're scanning your collection for it) hit newsstands with "the coolest-looking game ever" splashed across its cover, accompanied by an early screenshot of *The Getaway* (then just *Getaway*, for some reason). Though still quite early in its development cycle, the game was already pegged as something worth waiting for, and had been since before the PS2 had even hit stores. Finally, after a seemingly endless wait, "the coolest looking game ever" is just about ready for release. To see it for yourself, pop the demo DVD into your PS2 and try it out.

"Originally, we were working on a driving game that was a bit like *GTI Club* for PS1," says Chun Wah Kong, the lead designer on *The Getaway* project at Sony Computer Entertainment Europe's Team SoHo division. "There wasn't much of a story line early on, to be honest, and the project wasn't really going anywhere. We knew we could do a good racing engine because the team had done *Porsche Challenge* and *Rapid Racer*, and both had been well received." This is true: If you know your PS1 games, you, too, can attest that both games were gorgeous examples of the PS1's capabilities that stunned everyone with their extremely realistic visuals. It's easy to trace the *The Getaway*'s heritage.

"We started working on a concept that had you as a getaway driver for a bunch of jewel thieves," Kong explains. "Unfortunately, *Driver* came out just as we were finishing our proof of concept and pretty much messed everything up for us. If we'd

THE GETAWAY



INTERIOR DESIGN

Building interiors are accurate too

It's not just the streets that look like the real thing.

have carried on, we knew we could have been as good as *Driver*...but that wasn't enough."

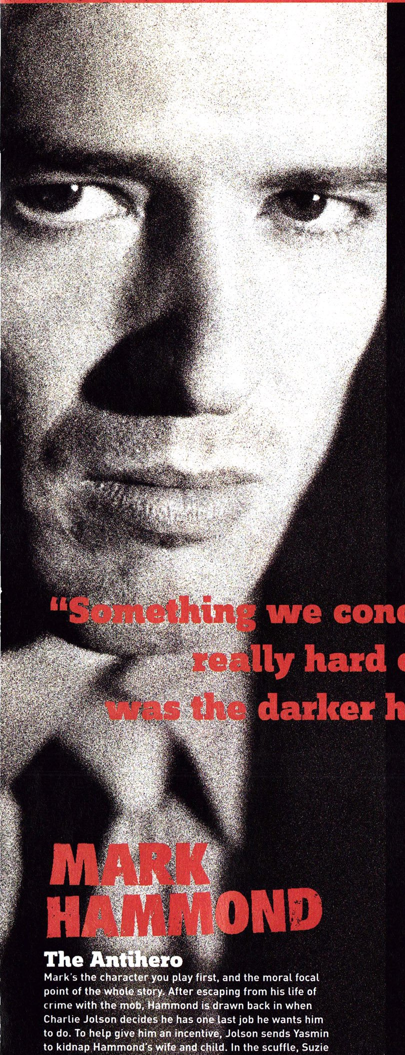
"When we got the early PS2 development kits, we decided to try to do something different," explains Brendan McNamara, the game's director. "We mocked up an early demo and took things from there. That was three and a half years ago."

INSPIRATION

"The things that got us started were movies like *Get Carter*—especially the vibe of the Michael Caine character in that movie," explains McNamara. "If you watch that movie, you realize that things just don't end very well for him, and it was particularly appropriate for our character, Mark Hammond. He's not really a hero in the conventional sense; he's more of a victim." If you play all the way through to the conclusion of the demo, you'll see how this unfolds. The game begins with a tragedy, and with every step you take as Hammond, things pretty much get worse. "When we were working on Charlie [Jolson, the game's villain], we wanted someone very Machiavellian, and we were looking at the movie *The Long Good Friday*, a Bob Hoskins movie. He's a typical sort of British Bulldog kind of character." As you can see from the demo's final cut-scene, Jolson isn't exactly a pleasant fellow—and as the game's story unfolds, his motives become ever less savory.

Halfway through *The Getaway*, the gameplay takes an engaging twist: Mobster Mark Hammond's quest to get his child back reaches something of a conclusion, and the player's perspective switches to that of Detective Frank Carter. As Carter, you're a cop assigned to work the London gang scene. But Hammond is hardly out of the picture; as each scene unfolds, Carter's and Hammond's stories grow more intimately entwined.

"We wanted something very adult," McNamara admits, "but we wanted a story that people could relate to. Something we concentrated really hard on was the darker humor. For this, we obviously looked to Guy Ritchie and *Lock, Stock and Two Smoking Barrels* for inspiration." The game lacks the wit of, say, the *Grand Theft Auto* series, but maintains a



"Something we concentrated really hard on was the darker humor ."

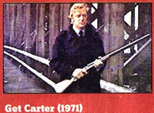
MARK HAMMOND

The Antihero

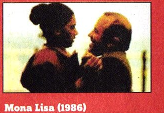
Mark's the character you play first, and the moral focal point of the whole story. After escaping from his life of crime with the mob, Hammond is drawn back in when Charlie Jolson decides he has one last job he wants him to do. To help give him an incentive, Jolson sends Yasmin to kidnap Hammond's wife and child. In the scuffle, Suzie Hammond is shot; now Mark wants to find his son and wreak his revenge. Understandably.

RENT THESE MOVIES

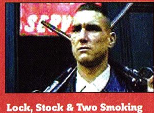
Learn about English mobsters



Get Carter (1971)
Not the crappy Stallone remake, get your hands on the original starring Michael Caine. Great for the gritty London vibe.



Mona Lisa (1986)
Starring Bob Hoskins, Michael Caine, and Robbie "Hagrid" Coltrane, Mona Lisa tackles the London underworld through the eyes of an ex-con.

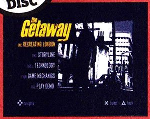


Lock, Stock & Two Smoking Barrels (1998)
Guy Ritchie's breakthrough hit about a high-stakes card game. In the U.K., it also became a TV show.

The Italian Job (1969)
Yep, just like the game on PS1. Track down a copy of this to get your head around those English accents. It'll make playing The Getaway easier.

ON THE DISC

See The Getaway In Action



This month's issue is a full multimedia experience as our DVD also has a special section devoted entirely to *The Getaway*. Not only does it feature an exclusive playable demo of the game, but it also has extensive behind-the-scenes footage.

Click on the special section for the *The Getaway* on the main disc menu and then enjoy the video of scenes taken from throughout the entire game. Then you can check out interviews with the guys from Team SoHo (also featured on these pages) as they speak about recreating huge areas of London for the game, the story line, the technology that makes it all possible, and the design process that makes *The Getaway* quite different from other action games.

sense of colloquial humor throughout. Developed entirely in London, it's uniquely English in its presentation, and in this regard it shares a lot with Ritchie's work. Although very dark—and, at times, quite disturbing—many scenes are presented with a certain degree of sarcasm and irony.

"We worked really hard to merge the story with the gameplay as much as possible," says Katie Ellwood, *The Getaway*'s scriptwriter. "We wanted to ensure that things unfold as you're playing, and that it's not all confined to cut-scenes."

A MOVIE WITHIN A GAME

"I came to the production from working on plays and scripts. I had absolutely no game experience at all," confesses Ellwood. "It was great coming in and not knowing any of the limitations of the technology, so I didn't have any preconceived ideas about what could and couldn't be done.

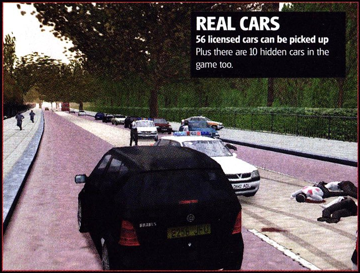
"Casting for the game was very much like it is for a play or a movie. We got a lot of actors in to read for parts; we needed about 30 people. We have eight principals, 15 second-level guys, and then the rest are extras." Every character was integral to the game's production, though.

From talking to the team, it's clear that *The Getaway* was pieced together very differently than other games. "My background is more on the movie side of things," explains McNamara, "whereas Katie has a theater background. Working together with the crew and the actors, we were able to do some things that you've not seen in games before. Because of the technology we were using, we could focus on the performances and really capture the scenes well."

> "When we were working on Charlie [Jolson] we wanted someone very Machiavellian ."

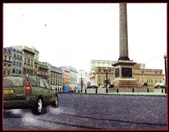
Gavin Moore, the lead animator on the project, was deeply involved in developing the technology that allowed McNamara and Ellwood to get the performances they wanted. "We went through a film process for all the acted scenes in the game," he explains. "We did the motion capture and the voice acting at the same time. Body movements change the way people sound when they speak, so it was great to be able to record everything together. The motion-capture system let us use what was effectively a 16-by-16-foot stage to act out all the scenes. The technology we used was magnetic rather than light-based, so we could capture lots of information at the same time. Within this space, we could build entire wooden sets the actors could interact with. We built everything out of wood, even the cars. There couldn't be any metal on the stage because it would have played havoc with the system. There were these huge black monoliths pumping out a magnetic field on the stage. I don't know if they were dangerous or anything, but what they generated was enough to stop your watch," he laughs. "It took us six weeks to capture all the scenes, and in the end, we had over 100GB of data."

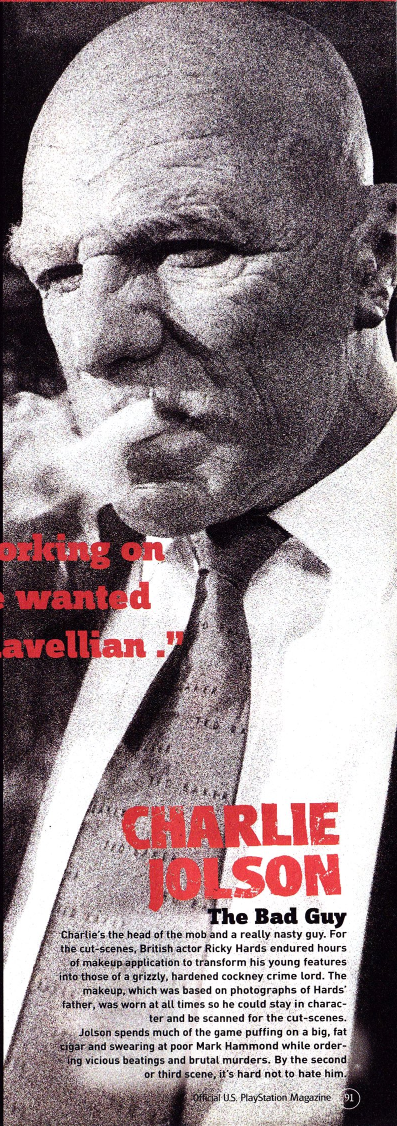
"It was great going through this process with Brendan, because we could have the actual set and the virtual set on the monitors at the same time. It really made the production process faster; while the actors were doing their scenes, we could always see how things would be in the final game. The technology we pioneered to do this on *The Getaway* has led to other things. The system is already being used



REAL CARS

56 licensed cars can be picked up
Plus there are 10 hidden cars in the game too.





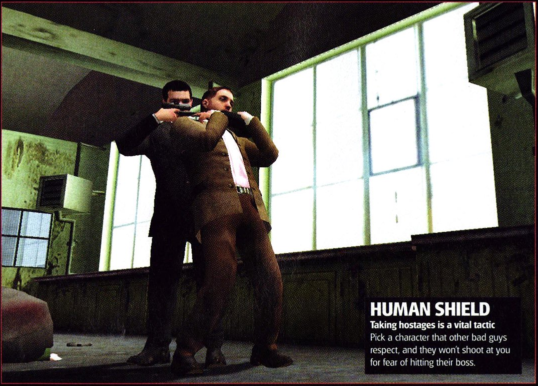
CHARLIE JOLSON

The Bad Guy

Charlie's the head of the mob and a really nasty guy. For the cut-scenes, British actor Ricky Hards endured hours of makeup application to transform his young features into those of a grizzly, hardened cockney crime lord. The makeup, which was based on photographs of Hards' father, was worn at all times so he could stay in character and be scanned for the cut-scenes.

Jolson spends much of the game puffing on a big, fat cigar and swearing at poor Mark Hammond while ordering vicious beatings and brutal murders. By the second or third scene, it's hard not to hate him.

THE GETAWAY



HUMAN SHIELD

Taking hostages is a vital tactic

Pick a character that other bad guys respect, and they won't shoot at you for fear of hitting their boss.

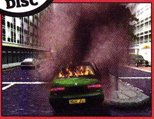
in a movie shoot in New Zealand. It's fantastic that we can push technology we've worked on to outside the games industry."

BUILDING LONDON FROM SCRATCH

Much has been made in the past few years of *The Getaway*'s attention to detail. Those early screens we published in the June 2000 issue showed some incredibly realistic scenes. "There are 21 square miles of London in the game," McNamara states proudly. "We take you from the East End to the end of Hyde Park. The area in the game is about the same size as Manhattan. We didn't take any liberties with the work on the city—we were anally accurate with the whole thing." Just how anal? "We have 300,000 still pictures we took of stuff in London for reference, and we built everything meticulously from that. London took over 1,000 years to become what it is today; we pieced it together in just over three," he laughs. "It was important to us to keep the same level of detail throughout every aspect of the game—whether it's the script, the streets of London, or the building interiors."

ON THE U DISC

Too Much Damage To Your Car?



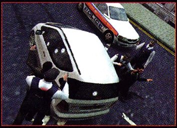
Smoke coming from under the hood? Is the car on fire? Move as quickly as you can so you don't lose Yasmin's car. Stop near some traffic and hit the Circle button to get out of the car. Run towards something that looks respectable (the car you start in is an Alfa Romeo 156, try and get another one if you can) and hit Circle again. Mark will draw his gun and tell the driver to get out. Jump in and make sure to keep an eye on those turn signals!

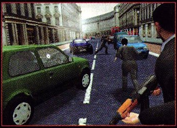
London is a unique place. If you've ever been there, *The Getaway* will definitely feel like familiar territory, even in the small section of the city included in our demo. Aside from the obvious landmarks, the game's world includes...a certain something that's difficult to put your finger on. *The Getaway* "feels" like London. We asked McNamara how that was achieved. "I'm from Australia," he says, emphasizing his accent, "and I can remember when I moved to London noticing how gray it is. When I go back to Australia, I'm always amazed at how high the sky seems. In London, it's always overcast and gray. There's a layer of clouds visible all the time, and it casts a very gray light over everything. London's architecture makes a big difference, too. Because there aren't really any high-rise buildings here—there are no skyscrapers—it gives everything a distinctive look. There's absolutely no question that you're not in an American city."

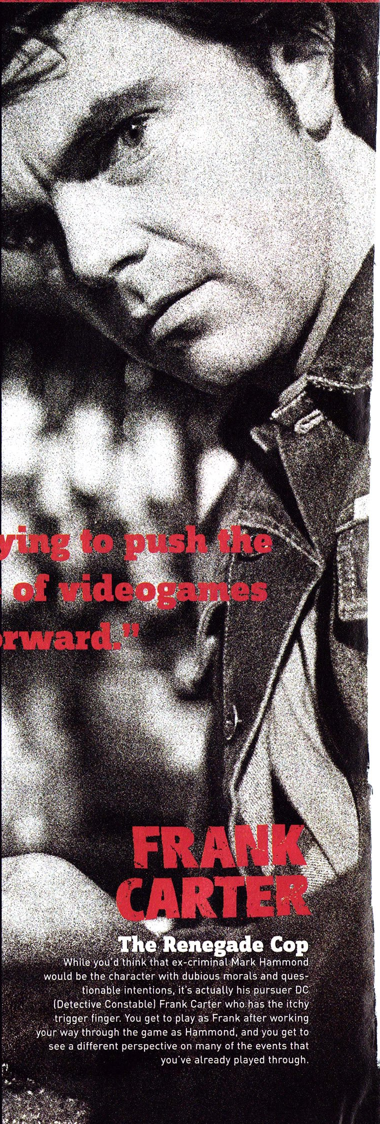
> "We're trying to push the language of videogames forward."

It's not just the buildings that are accurate, either. If you're familiar with European cars, you'll recognize pretty much everything that's whizzing around the streets in the demo. That green number you're driving? It's an Alfa Romeo 156, an extremely popular car in London. "We approached all the manufacturers we wanted, and I'd say that nine out of ten of them said 'yes' to being in the game," McNamara beams. "The rules we had to

continued on page 96







FRANK CARTER

The Renegade Cop

While you'd think that ex-criminal Mark Hammond would be the character with dubious morals and questionable intentions, it's actually his pursuer DC (Detective Constable) Frank Carter who has the itchy trigger finger. You get to play as Frank after working your way through the game as Hammond, and you get to see a different perspective on many of the events that you've already played through.

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REVIEWS

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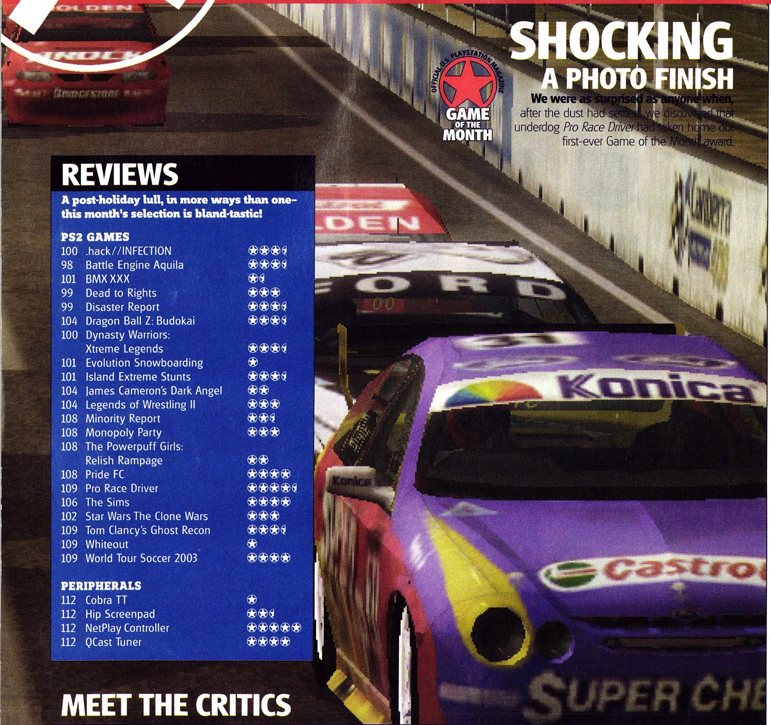


SHOCKING A PHOTO FINISH

We were as surprised as anyone when, after the dust had settled, we discovered that underdog *Pro Race Driver* had taken home our first-ever Game of the Month award.

REVIEWS

A post-holiday lull, in more ways than one–this month's selection is bland-tastic!

PS2 GAMES

100	.hack//INFECTION	★★★½
98	Battle Engine Aquila	★★★½
101	BMX XXX	★½
99	Dead to Rights	★★★
99	Disaster Report	★★★½
104	Dragon Ball Z: Budokai	★★★½
100	Dynasty Warriors: Xtreme Legends	★★★½
101	Evolution Snowboarding	★
101	Island Extreme Stunts	★★★½
104	James Cameron's Dark Angel	★★
104	Legends of Wrestling II	★★★
108	Minority Report	★★½
108	Monopoly Party	★★★
108	The Powerpuff Girls: Relish Rampage	★★
108	Pride FC	★★★★
109	Pro Race Driver	★★★★½
106	The Sims	★★★★
102	Star Wars The Clone Wars	★★★
109	Tom Clancy's Ghost Recon	★★★½
109	Whiteout	★
109	World Tour Soccer 2003	★★★★

PERIPHERALS

112	Cobra TT	★
112	Hip Screenpad	★★½
112	NetPlay Controller	★★★★★
112	QCast Tuner	★★★★

MEET THE CRITICS

JOHN DAVISON
If John and Joe put their heads together, it looks like a butt with one hairy cheek.
Current Favorites: *Pro Race Driver*, *The Two Towers*, Maroon 5, *OPM*'s new look
Favorite Genres: Driving, Killing

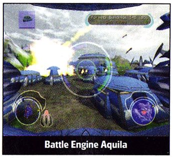
.gary//STEINMAN
Gary threw a party with all of his toys to celebrate the merger of Square and Enix.
Current Favorites: *.hack*, *Dark Cloud 2*, Rikku, *Xenosaga*, Squenix
Favorite Genres: RPG, Platformers

JOE RYBICKI
Joe's new Vaio laptop is so powerful, it auto-wrote all of his text this month.
Current Favorites: *007: NightFire*, *The Sims*, Jeff Buckley: *Grace*, Alton Brown
Favorite Genres: Adventure, FPS, Puzzle

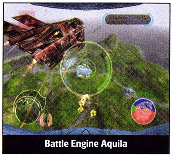
CHRIS BAKER
C-Bake learned he's not yet a Jedi when he failed to repel *Clone Wars*' mediocrity.
Current Favorites: *Dynasty Warriors 3: XL*, seeing *The Two Towers* as often as possible
Favorite Genres: Action, Sports, Strategy

SAM KENNEDY
Disaster Report taught Sam one thing: It's time to get ready for the Big One.
Current Favorites: *Contra*, *Rygar*, *Disaster Report*, *Metroid Prime* (sacrilege, I know)
Favorite Genres: Action, Adventure, RPG

TODD ZUNIGA
Todd's writing tip: Play 10 games of *NHL 2K3*, then write for 10 minutes. Repeat.
Current Favorites: *NHL 2K3*, *GTA: Vice City*, Chuck Palahniuk, Larry David
Favorite Genres: Sports, Arcade Sports



Battle Engine Aquila



Battle Engine Aquila

BATTLE ENGINE AQUILA

Publisher: Atari
Developer: Lost Toys
Website: www.atari.com

Playing *Battle Engine Aquila* is like being a pawn in someone else's real-time strategy game. There's a massive war going on, and you're in the middle of it all—except you're in control of a massive mech that can kick the crap out of everything else. It's a pretty cool concept, if you ask me.

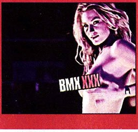
It works well because you're given specific objectives to carry out, yet it's up to you to decide exactly *how* you want to accomplish them. For example, you can go for all-out action and try to take on an enemy base by yourself. Or, you can use your massive firepower to take out a row of enemy tanks, plowing a path for your troops. It's a unique twist; you essentially get RTS-style management with action-based gameplay.

Another cool element is your mech's limited flying ability. This leads you into sky battles, and lets you attack enemies from above.

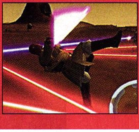
Unfortunately, with all the possibilities surrounding you, mission objectives often become confusing. And, even though *Aquila* has this cool *Tron* thing going on (your guys are in blue, and the enemy is in red), it can sometimes be hard to figure out who's who.

Thankfully, solid graphics and audio, two-player Co-op and Versus modes, and lots of stuff to unlock keep this blast-a-thon steady.

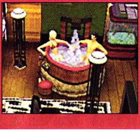
Sam Kennedy ★★★½



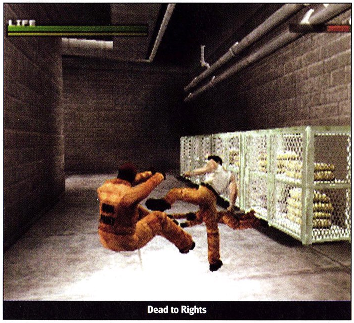
101
DIRTY!
***BMX XXX* is out**
Is it worth all those "X"s?



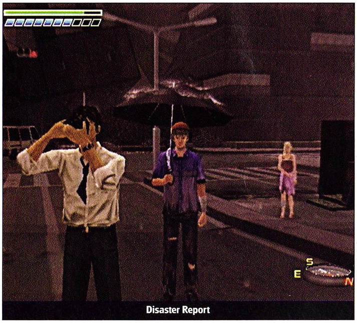
102
FORCE FED
Another *Star Wars* game
Another disappointment



106
SIMMED
Tiny happy people
And their Sim-ple pleasures

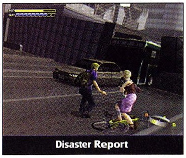


Dead to Rights



Disaster Report

Disaster Report



Disaster Report

DEAD TO RIGHTS

Publisher: Namco
Developer: Namco
Website: www.namco.com

I've been having a seriously tough time deciding how to score *Dead to Rights*. The problem is that it's loaded with a bunch of interesting features—but they're packed into a game that's fundamentally pretty poor. Let's discuss:

If I had to summarize *DTR* in one phrase, I'd call it a poor man's *Max Payne*. The story is similar—good cop gone bad—and the gameplay is similarly, uh, similar. And then, of course, there's the slow-motion dive both games share. But where *Max*'s Bullet Time was essential to your success in the game, *DTR*'s slo-mo is nothing more than a cheap—and often quite useless—gimmick.

If you like *DTR*...

try *Max Payne*

"The game's plot is gruesome, even disturbing..."
★★★★

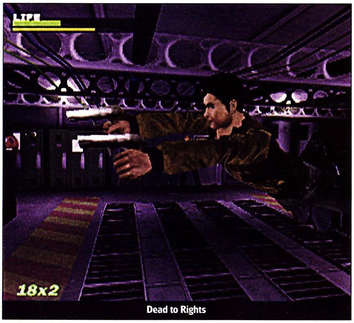
DTR does have a lot going for it, though. Beyond the basic run-and-shoot action, the game is simply saturated with minigames and alternate-play modes, ranging from a fairly simple, hand-to-hand combat engine (think *The Bouncer* with a lobotomy) to a very odd, *Irritating Stick*-like bomb-defusing game. You'll beat up cops, blast away clowns, and put out fires. There's a lot of variety, to be sure.

Trouble is, there's too much variety to the variety—that is, you'll occasionally go through stretches where you'll do three or four different minigames in a row...and then follow it up with two hours of fighting the same cookie-cutter enemies hand-to-hand. There are bits where you'll be doing something new every five minutes, and bits where you'll spend an hour thinking, "Wasn't I just here? Didn't I just kill you?"

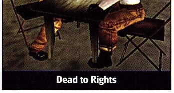
Moreover, the game looks surprisingly dated. The animation is jerky and unrealistic, the graphics range from unremarkable to ugly, and the camera and controls have serious issues. I hate to say it, but it feels like a first-generation PS2 game. Coming from an experienced company like Namco, that's almost unforgivable.

In spite of all this, *Dead to Rights* is a reasonably entertaining diversion that'll take a fairly satisfying amount of time to beat. If you're looking for something to tide you over till the next *Max Payne*, you could do worse.

M **Joe Rybicki** ★★★



Dead to Rights



Dead to Rights

DISASTER REPORT

Publisher: Agetec
Developer: Irem
Website: www.agetec.com

Considering I live in an area of the country that's ready to fall into the ocean at any given moment, a game like *Disaster Report* is perhaps a bit more relevant to me than to most people. Regardless, anyone looking for a brand-new twist on the tired survival-horror genre would be wise to check out this rather inventive adventure. The chills I got from the aftershocks rival any I've experienced from the undead in other titles.

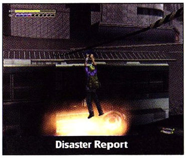
It's a great concept: You're on a floating city that is slowly crumbling to pieces because of an earthquake and its aftershocks. Literally, at a moment's notice, massive chunks of the environment can give way, sending debris—and sometimes you—into the ocean. It's extremely unsettling, and producing that feeling is what this game accomplishes best.

Disaster Report also separates itself from the rest of the pack by relying on something other than gunplay for its action. It's more of a puzzle-solving game, yet it somehow remains completely thrilling throughout. Perhaps it's because you never quite know what's next. Even the story line remains compelling, tossing in twists as you go.

There's also a unique Save system (based on water), and lots of inventory management—a clothes hanger has never been so useful! Unfortunately, *Disaster Report* stumbles drastically in the production department. The game's graphics are solid, but certain areas force the engine to slow to a crawl. It's mostly a result of fancy onscreen effects, and thankfully, it never adversely affects the gameplay, but it's a shame this wasn't rectified. The camera could also use some work—it hardly ever feels quite right. Here's a game that's just begging for the polish a bigger publisher—like, say, EA or Konami—could provide.

It's too bad, too, because there are moments when *Disaster Report* really shines—moments that make you feel like you're really playing out a disaster movie. If you can manage to get past the technical issues, you'll find a unique and captivating experience here.

T **Sam Kennedy** ★★★½



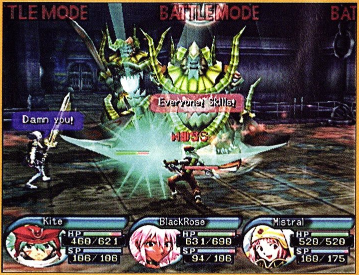
Disaster Report

Disaster Report

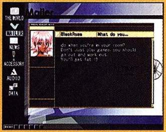
Meta. Wanna sound smart without really trying? Then toss in the word *meta* when discussing *.hack*. As in, "The postmodern interplay in *.hack* is so meta."

.hack//INFECTION

The worst game you'll ever love



Helba
A friend, or perhaps a foe?



BlackRose | What do you...
do when you're in your room?
Don't just play games, you should
go out and work out.
You'll get fat :)

Publisher: Bandai
Developer: Cyber Connect
Website: www.bandai.com

Playing *.hack* is a lot like falling in love with someone you initially couldn't stomach. At first, everything about this person annoys you, but soon those terrifying ticks become endearing quirks—and when that happens, all logic gets tossed out the window. You *know* you deserve better, but you can't help returning to her embrace, despite all those flaws that once bothered you so much.

At its core, *.hack* is *not* a good game. It suffers from so many problems that it nearly collapses under the weight of its self-inflicted woes. From the wildly unbalanced battle system to the spectacularly underwhelming graphics, *.hack* has all the makings of a frustrating flop.

> **"I had to muddle through almost half of this 20-hour RPG before *.hack* really grabbed me."**

.hack//LIMINALITY

.hack (the game) comes with an original anime DVD that tells a separate story set within the same overall world. Be sure to pay attention to hints for special dungeon-generating keywords....

And yet, it happened. I fell in love with the damned thing.

It took a while, mind you. In fact, I had to muddle through almost half of this 20-hour RPG before *.hack* really grabbed me. Once it did, though, I was blinded: I no longer focused on its obvious shortcomings; I just wanted to see what would happen next.

So, what hooked me? The story, which is easily one of the most unique tales told in a console RPG. The premise? A pal invites you to jump into a massively multiplayer online RPG, but during your first visit, your friend is destroyed by some sort of data bug. When you return to the "real world," you learn that your buddy has fallen into a coma, and now it's up to you to hop into the game-within-the-game and find out what happened.

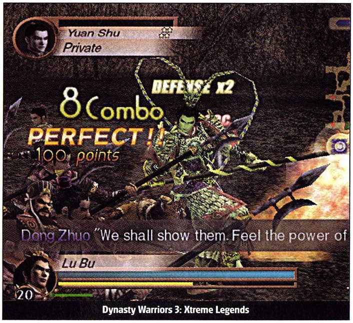
This mind-bending premise allows for some fantastic interplay between the game and, well, the *game*. The game itself, after all, is a game within the game that you access by "logging on to" a fake online world. And when you're not playing, you can troll the message boards for clues or check your e-mail and correspond with other virtual players outside the "game" world. It's a marvelous method for allowing a story to unfold through everything *but* traditional narrative, forcing the player to piece together the clues to this meta-mystery by participating in *.hack*'s world-within-a-world.

Too bad you have to spend so much time just coming to grips with the battle system. In some ways, *.hack* does too good a job of mimicking a real MMORPG, capturing all the flaws you'd find in a title like *EverQuest*. The real-time combat almost always feels like work—a chore you have to suffer through in order to level-up and acquire better weapons so you can slog your way through the next dungeon.

But, as in a real MMORPG, you'll suddenly reach a point at which you're powerful enough to reap the rewards of all your effort (read: you won't die so many cheapo deaths). Right about that time, the story picks up, too, and that's when I gave in to *.hack*'s unique charms. Oh, sure, all the old problems remained, but by then, I just didn't care as much.

And now, I'm hooked. I can't wait for the next chapter in this saga (*.hack*'s story is told in four parts, with each game set to release about three months after the last). Heck, I might even pop into some of the randomly generated dungeons to level-up my characters a bit more, since I can carry my Save files over from one game to the next. Yeah, I know I already said that combat is a chore—and I stand by my statement—but I just can't help myself. Funny how love works.

TEEN T
Gary Steinman
★★★½



Dong Zhuo "We shall show them. Feel the power of

Dynasty Warriors 3: Xtreme Legends

DYNASTY WARRIORS 3: XTREME LEGENDS

Publisher: Koei
Developer: Omega Force
Website: www.koeigames.com

Expansion packs for console games? They're a rarity, to be sure, but Koei knows that *Dynasty Warriors* fans can't get enough of being a one-man menace on an ancient Chinese battlefield containing thousands of fighters. *Dynasty Warriors 3: Xtreme Legends* not only enhances the features of *Dynasty 3* (via a memory card), but it's also playable on its own for those simply wishing for *Dynasty 3*'s gameplay in a somewhat cheaper ($30) package.

The most notable addition is, you can now play in Musou (Story) mode as one of seven enemy characters from *Dynasty 3*, each hailing from outside of the Three Kingdoms. Of course, the big draw is Lu Bu, who, under your control, beats the crap out of opposition *almost* as well as he did when you fought against him in *Dynasty 3*.

You can also play *XL* or power up *Dynasty 3* with two new difficulty levels (kind of useless, but, whatever), a fifth weapon for all characters (it's hard enough to attain the fourth!), some new items, and customizable bodyguards (nothin' like fighting alongside Jennifer Garner and Elisha Cuthbert). Free mode even allows you to choose an actual Dynasty Warrior as a bodyguard, which absolutely rocks. Four new Challenge modes round out the enhancements, each one a great way to kill a few minutes.

Being an expansion pack, *Xtreme Legends* does little to affect *Dynasty 3*'s core gameplay. Both the good and bad aspects of its predecessor occur here, too. Although I can't deny the *Dynasty* games' repetitive nature (which turns off its share of critics), I've always found something magical about the series. The hacking 'n' slashing never grows old, because your path to winning a battle is so wide open. You're always thinking about what strategy will not only be the most effective, but also the most rewarding for building up your character. However, I can't deny the technical problems, like enemies who pop up out of nowhere, persistent fog (especially with two players), and graphics that are starting to show their age.

As a standalone game, *XL* should satisfy anyone with a mild interest in the series, while hardcore *Dynasty* fans will definitely want the extras. Anyone between the two extremes, though, is better off waiting for *Dynasty 4*, currently scheduled for a March release.

TEEN T
Chris Baker
★★★½

Lt. Commander
Bandit
Lu Bu
Lt. Commander
Bandit
Dong Zhuo

Xtreme Legends

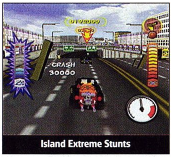
Xtreme Legends

Lego Porn. What better way to mix your *BMX XXX* with your *Island Extreme Stunts*? For adults only: stuff.death-from-above.com/lp

OVERHEARD: "I've decided to take my name off the game because it is M-rated." *–Dave Mirra*

TIME LIMIT
TODD RICHARDS
SCORE
DESTROY ENEMIES

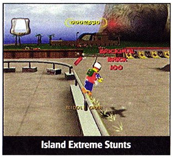
Evolution Snowboarding



Island Extreme Stunts

TIME LIMIT
SCORPION
SCORE
DESTROY ENEMIES
00/04
000%

Evolution Snowboarding



Island Extreme Stunts

EVOLUTION SNOWBOARDING

Publisher: Konami
Developer: Konami Osaka
Website: www.konami.com

Lop your hand off with an ax. Slip on ice and fall on your tailbone. Drop-kick a chainsaw with your bare feet. Join a fight club. Put broken glass in your pillow case. Cut your meat with a butter knife. Eat toast without the benefit of butter or jelly. Listen to Jay-Z on a monotone speaker. Drink unfiltered water. Use a wireless mouse with low batteries. Take a cold shower. Get online using a 14.4K modem. Eat soup with a fork.

Sadists can now add a new option to their perverse torture list: Play *Evolution Snowboarding*.

Second Opinion

"Watching Todd's pinky finger wiggle in his nostril was a pleasant diversion from what was on the screen." *-Chris Baker*

Making a play for both stupidest concept and lamest game on the PS2, *Evolution* is a cry for help. Instead of improving on the hard-to-comprehend and harder-to-navigate *X Games Snowboarding*, Konami opted to crap in its oatmeal with this doody filet. The focus is no longer on the snowboarding, but on the...wait for it...fighting. Huh? What? Yes. The fighting. You race down hills and you fight along the way. At what point did someone actually think this was a good idea?

The cover art tells all: There's a guy with a chainsaw in the background. I can't stop laughing.

T **Todd Zuniga** ★

ISLAND EXTREME STUNTS

Publisher: EA Games
Developer: Silicon Dreams
Website: www.eagames.com

When you think of *Island Extreme Stunts*, think *Stuntman* without the difficulty and realism. Think *Tony Hawk 4* with 25 challenges instead of 190. Think *Vice City* without the profanity and prostitution.

This game borrows loyally and liberally from each of the aforementioned games, yet it's as kid-friendly as it gets. If you're in the market for an E-rated game for a yet-to-be-corrupted youngster, this is the crown jewel on PS2.

Once on Lego Island, your goal is to become the lead stuntman in an action-adventure film that would make Michael Mann proud. You'll have to drive at breakneck speeds, skysurf, jet ski, and motorbike your way to fame: glorious stuff for kids.

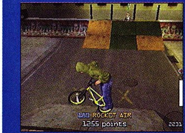
As for the extreme part of the title, you'll scoot around the island on your skateboard (although you'll later upgrade to speedier means). Unfortunately, the skateboard is the game's major shortcoming. Whenever you bounce into an object while riding the board, you spin 180 degrees, causing the camera to whip around you with eye-jarring haste. This flaw is a small price to pay considering all of the cool stuff within, like chatting with pedestrians who assign tasks or jumping in and out of minigames. You can even goof around at the skate park to perfect your Kickflip.

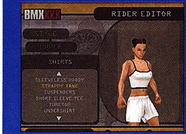
While this might sound tantalizing to adults, it won't be—it's just too simplistic. But there's surprising depth and lots to do for a younger crowd. It's perfect for an under-13 gamer.

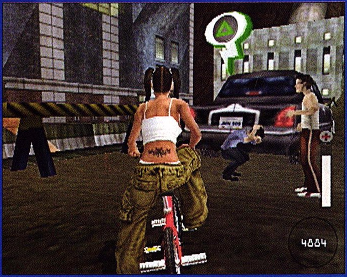
E **Todd Zuniga** ★★★½

BMX XXX

We suggest you flush your $50 down the toilet







Publisher: Acclaim
Developer: Z-Axis
Website: www.acclaim.com

Even if *BMX XXX* were misogyny-free...even if it lacked the overt sexism and the freeform racism... and even if it relied on something other than blatant stupidity, it still wouldn't be worth the disc it's printed on. The game is milquetoast in every gameplay aspect, relying on profanity's pale emphasis and some less-than-Skinemax "strip shows" to earn an M-rating.

I could go on endlessly (and have, in various social settings) discussing the failings of this game. Maybe it's just me, but I think a naked chick on a bike is as sexy as losing my balance while straddling a chain-link fence. In games like *GTA: Vice City*, there are hookers and porn stars; in *Tony Hawk 4*, there are pimps and crap-flinging monkeys. These things can be funny in the right setting. The key is that both of those games rely nimbly on wit to score laughs (plus rich gameplay to back it up). *BMX XXX* relies on fart jokes. With the word "mother-f'er" to back them up.

But, let's put aside the "Comic Mischief" and "Partial Nudity" and "Strong Language" and "Strong Sexual Content" (all listed under the "Mature" umbrella on the back of the game's box). Let's focus instead on the troubled gameplay, because it makes me shout out more profanities than *BMX XXX*'s more-stereotyped-than-thou pimp.

Everything that was wrong with *Dave Mirra 2*, controlwise, is wrong with *XXX*. Which is plenty. The most frustrating part is that you need to stop the bike altogether if you want to look around. Instead of just turning your bike around, you'll find yourself *stopping* to turn your bike around, because that way, at least, the camera will follow you. If you jump, the camera gives more of a top-view. That's great for a better angle on bails, but I'm trying to succeed here. Don't make it any harder than you already have.

Which brings me to the part that confuses me most about this game. It's f'ing hard! Really, really hard. When strippers are the ultimate goal, shouldn't the difficulty be toned down? No one who's new to BMX games is going to be able to stomach the camera, the difficulty, and the level design for more than 25 minutes before realizing that surfing the Net for strippers is going to be a lot easier. At least give me a map to help me around the levels, will you?

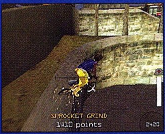
The goals are the same lame things you'll find in any action sports game: Collect five things in two minutes, score a bunch of points, collect coins. Who cares? Now that *Hawk 4* has reinvented the action-sports wheel, there's no turning back. *XXX* is more *Hawk 2* than anything, but without the spirit.

And yet, while I believe the makers of this game should be ashamed of themselves for bringing the darkest craters of their personalities to light, I still love boobs. Of course, a Cheat code can get me right to the goods—and has. I have to say that I was completely underwhelmed. The best you'll get is a *BMX XXX* logo pasted over some knockers. It's lame, and it's not even remotely worth the effort required to access it.

I know this game is supposed to be *American Pie* funny, but it's not. It's not Andrew "Dice" Clay funny—it's not even Carrot Top funny. *BMX XXX* is the worst example of what PS2 games are capable of.

> **"A naked chick on a bike is as sexy as losing my balance while straddling a chain-link fence."**

M **Todd Zuniga** ★½

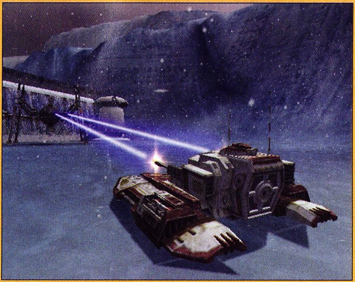


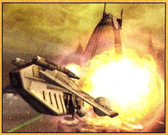
ANIMATED STAR WARS

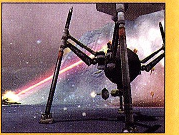
Beyond games, books and comics, the Clone Wars are rumored to continue in a Cartoon Network animated series.

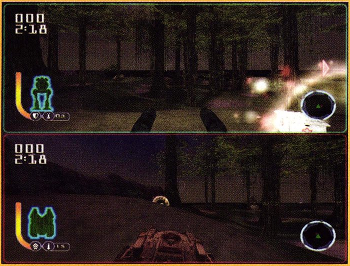
STAR WARS: THE CLONE WARS

Disappointing, this Clone Wars is









Publisher: LucasArts
Developer: Pandemic
Website: www.lucasarts.com

Last May, I couldn't wait for the end of 2002, because of my anticipation for the release of what would certainly be two equally fantastic *Star Wars* games.

Well, I was half-right: *Bounty Hunter* and *The Clone Wars* are equally fantastic...disappointments. Much like Jango's misadventure before it, *Clone Wars* takes a brilliant premise and flubs up its potential with technicalities that a little more development time could surely have alleviated. What might have been one of the greatest *Star Wars* games ever to hit a console is instead a merely amusing yet forgettable episode in the beloved space saga.

A vehicle-combat game at its core, *Clone Wars* does a great job of varying missions so that you never quite know what's coming next. I loved how I'd find myself piloting a fighter tank one moment, only to switch to an AT-SX walker (very similar to the AT-ST "chicken walkers" in *Return of the Jedi*) a few minutes later. Commendably, the developers at Pandemic manage to keep the transition between such vehicles believable within the context of the story, and the simple controls make mastering the individual vehicles—*most* of which handle quite well—a task you can handle in a matter of moments.

Unfortunately, each vehicle has a unique control scheme; it's not uncommon to forget what you're piloting and accidentally hit the wrong button. For instance, the same button that gives you a speed boost on a speeder bike will cause you to waste precious composite-beam power in a Republic gunship. And controlling the gunship is a pain. Maybe the intention was to make *Clone Wars'* one airborne vehicle (in the movie, you saw Yoda arrive at Geonosis in one) feel more "simmy," but in a game where you can strafe in a tank, there's no excuse for allowing such shoddy control.

> **"If you're a hardcore *Star Wars* fan–and *only* if you're a hardcore *Star Wars* fan–the story should interest you."**

Even worse, however, are the on-foot moments. Not only are Mace Windu, Anakin Skywalker, and Obi-Wan Kenobi rendered in a very PS1 fashion, but they also perform totally unnecessary, distracting Jedi acrobatics whenever you hit the Attack button more than once. You never really feel in control of the character, and since many on-foot objectives are basically to "get there," you often bypass any opposition without so much as a Force push. Plus, the poor animation makes you wonder why they bothered at all.

The character animations aren't the only examples of choppiness you'll see in *Clone Wars*; the game also suffers from a low framerate. I understand why, though—there's a *lot* happening onscreen. In some ways, it's comparable to *Dynasty Warriors*, with giant spider-walkers replacing ancient Chinese dudes. But *Clone Wars* is much more linear, which takes away slightly from the grand sense of awe you might get in a *Dynasty* battle. Still, *Clone Wars* requires an admirable amount of attack strategy to systematically take out your opposition in an effective manner, and the fast-paced battles can exhilarate you at times.

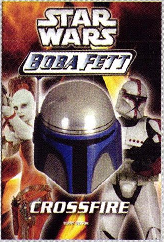
You'd think that gameplay like this would translate well to two-player modes, and Pandemic included no fewer than four multiplayer minigames. Unfortunately, the only one worth playing is good ol' Deathmatch. Not very original, but still a decent way to pass time with a friend.

If you're a hardcore *Star Wars* fan—and *only* if you're a hardcore *Star Wars* fan—the story should interest you. But, like the six- to eight-hour game itself, it's just too short, with little time for much of anything to actually happen. That aside, this *is* the game that fans of the Expanded Universe series have been waiting for (see sidebar).

Despite my grievances against *Clone Wars*, I still have confidence that the folks at Pandemic will be able to build on what they've created thus far and develop a quality sequel. The makings of a good game are here—but much to learn, they still have.

Chris Baker
★★★

EXPANDING THE EXPANDED UNIVERSE



Serious *Star Wars* fans who read the Expanded Universe novels and Dark Horse comic books will get a lot out of *The Clone Wars*. A few examples:

Wookiee World: A few missions take place on a moon of Chewbacca's homeworld, Kashyyyk (the first time it's been portrayed onscreen...well, outside the *Star Wars Holiday Special*). The Wookiees even lend you dinosaurlike creatures to ride, each equipped with bowcasters.

Primed for Young Readers: Raxus Prime, another planet you battle on, comes from the pages of *Star Wars: Boba Fett–Crossfire* by Terry Bisson, a Scholastic-published recent release aimed at younger fans. In the book, Boba is betrayed by Count Dooku on this planet.

A Fallen Jedi: Readers of Dark Horse's *Tales of the Jedi* series know Ulic Qel-Droma as a Jedi much like Anakin: Once good, he turned to the dark side, only to see the error of his ways by his life's end. His ghost, and the Hoth-like ice planet of his burial, Rhen Var, plays an important role in the story of the game.

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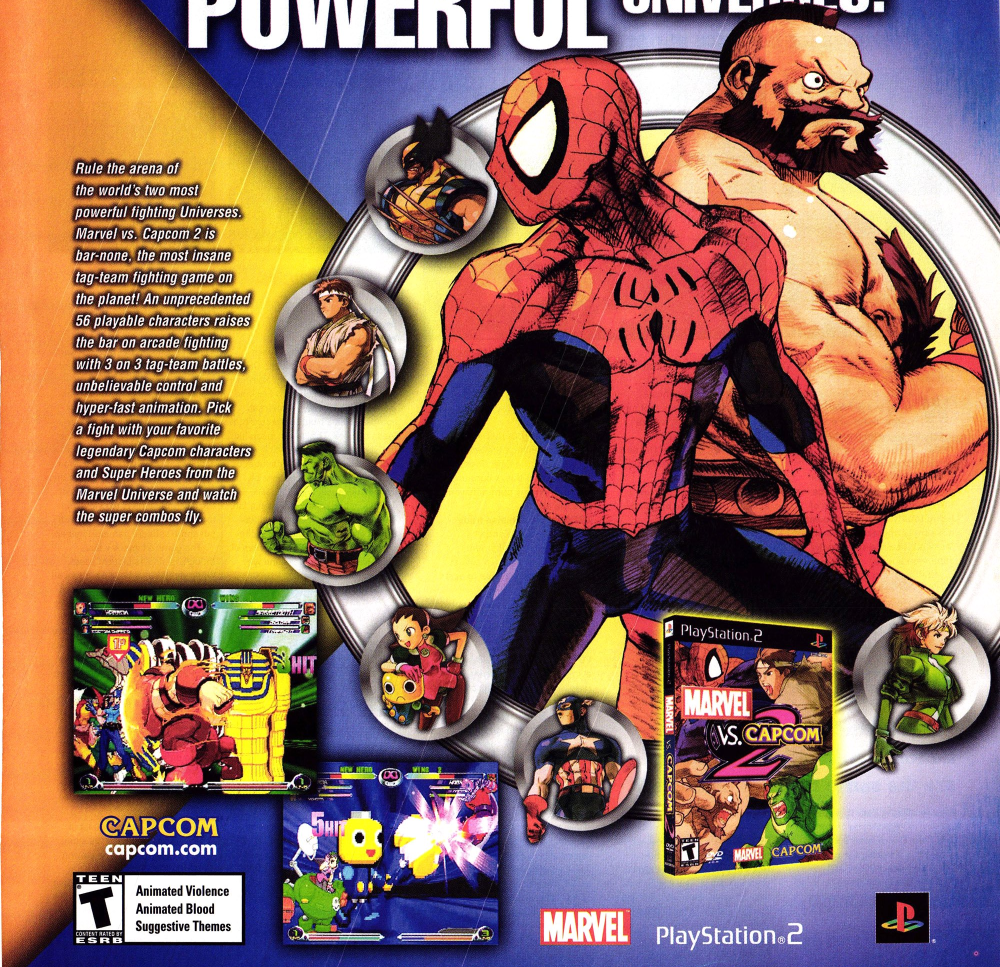

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TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Animated Blood
Suggestive Themes

MARVEL
PlayStation®2

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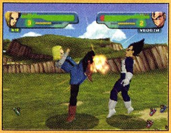
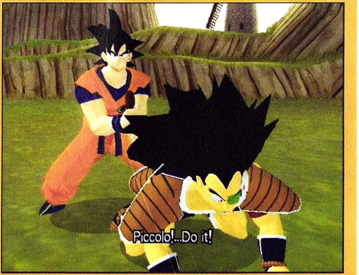
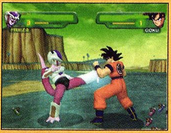
GO, GOKU
According to Lycos, "Dragonball" was the most searched-for item for 2002.

DRAGON BALL Z: BUDOKAI

Two reviews for the price of one







Publisher: Atari
Developer: Dimps
Website: www.atari.com

When it comes to considering *Dragon Ball Z*, it seems there are two distinctly opposite frames of mind: There are those who are absolutely ga-ga over it, and those who wouldn't consider going near it. I happen to be in the rather unique position of being totally indifferent toward it. I simply appreciate the show for what it is: bizarre, wacky Japanese anime.

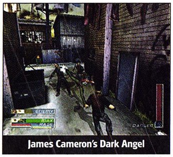
That said, I'm going to attack this review from two differing perspectives: that of a hardcore fan of the show and that of a hardcore fan of fighting games. See which side you relate with.

***Dragon Ball Z* Fan:** Sweet! A *DBZ* fighting game featuring 23 of my favorite *DBZ* characters.

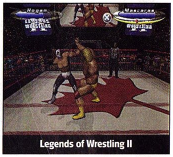
"Isn't it kind of weak that the button combinations for moves are the same for each character?"

Fighting Game Fan: It's a solid-looking 3D fighter, so I'm game.
***DBZ* Fan:** The graphics look great! I love seeing all of my favorite characters in 3D!
FG Fan: The characters *do* look great, but those backgrounds are stale.
***DBZ* Fan:** I like how you can destroy the environments and open new areas.
FG Fan: I liked this game better when it was called *Dead or Alive 2: Hardcore*.
***DBZ* Fan:** How about Akira Toriyama's cool character designs? Gotta love those.
FG Fan: Uh...why does that guy have a tail? And, um, where exactly is he sticking it?
***DBZ* Fan:** At least all of the television show's voice actors did the voices here.
FG Fan: OK, the voice acting is actually pretty good by game standards.
***DBZ* Fan:** The branching Story mode is also great! Several story lines from the show have been redone in 3D. They look even better than the originals.
FG Fan: No wonder these guys all have weird spiky hairdos—if I was surrounded by absurd narratives like this all the time, I'd be yanking at my hair, too!
***DBZ* Fan:** Well, it's really cool how the Story mode teaches you lots of tactics, not to mention mixes things up with minigames.
FG Fan: Yeah, that I agree with. Minigames are always fun.
***DBZ* Fan:** The battle system is also very solid. The mechanics may be a tad simplistic, but the combo system is quite deep. I also like how you can earn skills as you go.
FG Fan: Yeah, the fighting engine works well, and the earning skills part is cool. But isn't it kind of weak that the button combinations for moves are the same for each character?
***DBZ* Fan:** Matches will even progress into the air, just like on the show!
FG Fan: Yeah, but this does nothing to change the actual dynamics of the fight. Plus, it's annoying that this occurs only when an enemy pummels you into the air.
***DBZ* Fan:** You can also trade skills with your friends.
FG Fan: You go, Pokémon.
***DBZ* Fan:** You can even collect the seven Dragon Balls to earn more powerful skills.
FG Fan: I don't need to be collecting any balls.
***DBZ* Fan:** This is the best *DBZ* game ever!
FG Fan: It *is* the best *DBZ* game ever, but that's not saying much. *Dragon Ball GT Final Bout* for the PS1 was utter crap.
***DBZ* Fan:** Either way, this is a must-own for *Dragon Ball Z* fans. It may not be the greatest fighting game ever, but it remains completely faithful to the source material and offers lots of replay value. It really does feel like you're playing the show. I give it a 4.
FG Fan: I'll admit, I was surprised at how deep the game is, and I actually enjoyed the Story mode, despite all the oddball characters. There's even a healthy challenge to be found here. It's an overall solid fighting game that gets a 3 from me.

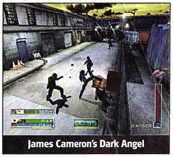
TEEN T CONTENT RATED BY ESRB **Sam Kennedy** ★★★½



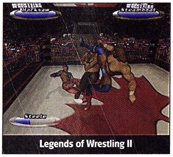
James Cameron's Dark Angel



Legends of Wrestling II



James Cameron's Dark Angel



Legends of Wrestling II

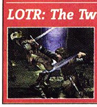
JAMES CAMERON'S DARK ANGEL

Publisher: Sierra
Developer: Radical
Website: www.sierra.com

Not just *Dark Angel*—it's *James Cameron's Dark Angel* to you, OK? Thought up by Mr. Titanic, starring Jessica Alba, cancelled by Fox, and picked up by Sierra, a Universal company: It's a troubled history that leads us here. The game, much like the show's stars, is incredibly good looking and ultimately without substance. I watched the show a bit (mainly because, well, let's face it, Jessica is hot), and wasn't a big fan. The game is essentially a distillation of everything "cool" about the show, so after about five minutes of play, you start to understand why the show was cancelled.

try this instead...

LOTR: The Two Towers



"It's simply breathtaking. Much like the movie" ★★★★★

Accompanying the tried-and-tested "run around beating people up" gameplay is the dark, broody, angst-ridden bullshit that made the show so odious. Jessica Alba and Michael Weatherly provide voice work, which is nice—but the former says only "sassy" things and the latter spends the entire game speaking like he's trying to be "moody" and "sexy." He's actually just "annoying," much like the repetitive, cliché-ridden gameplay. Slo-mo fight moves are now officially the most overused effects in games. Please make it stop.

TEEN T CONTENT RATED BY ESRB **John Davison** ★★

LEGENDS OF WRESTLING II

Publisher: Acclaim
Developer: Acclaim Salt Lake
Website: www.acclaim.com

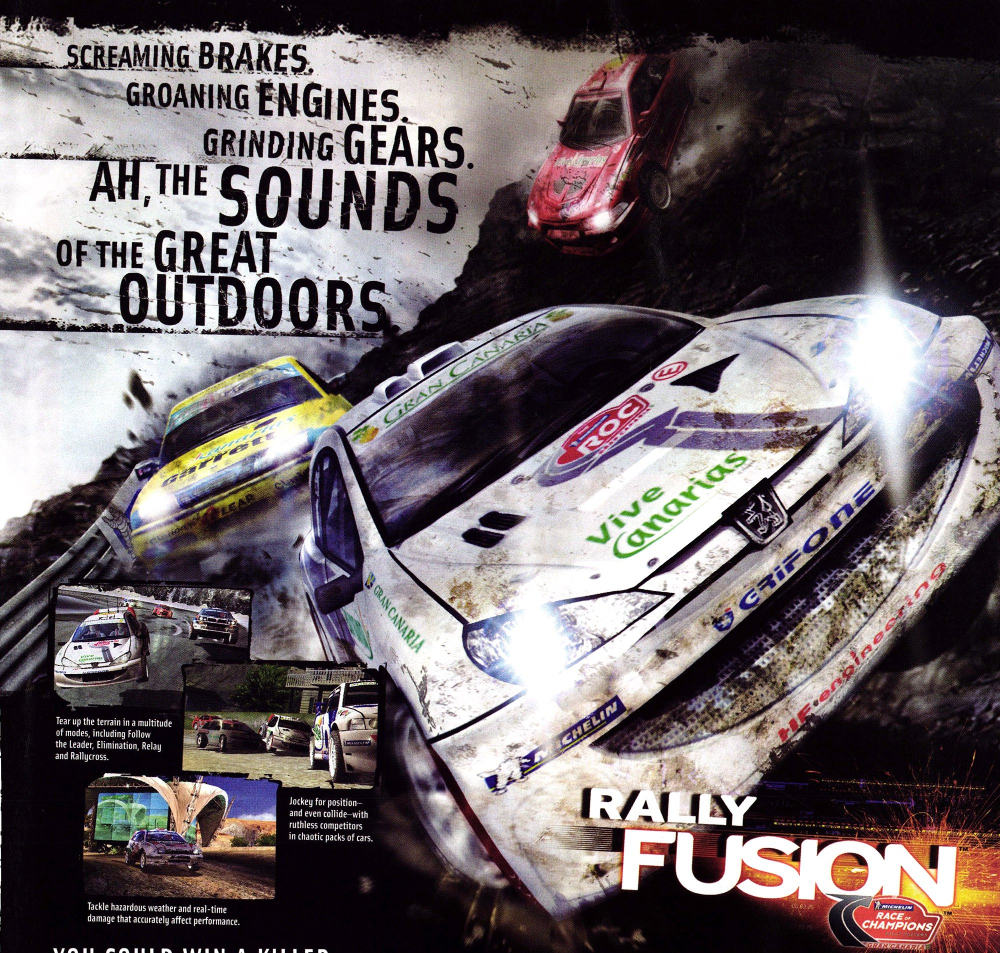
At some point (admit it or not, you know it's true), we've all loved professional wrestling. It's in our blood; humans like the highs and lows of well-told stories, and for many of us, *Wrestlemania III* was our *Catcher in the Rye*. So, a game like *Legends of Wrestling* casts a wide net, aiming to grab wrestling diehards and apologists. It does this with some verve, but at the end of the day, the game is too slow and too clunky, and the load times will put some softcore gamers to sleep.

The game's biggest issue, though, is also its biggest asset. While you'll buy it because it has all the old-school wrestlers you used to love (plus, the character models are shaped like the action figures from back in the day—which is very cool), you'll dig the fact that it relies on a lot of today's wrestling moves (the Pedigree and the Rock Bottom are prime examples) to get by. It's anachronistic to a pleasant fault.

But it's the game's extras that are its shining moment. Scour the Net for cheat codes and you'll be able to unlock comedian Andy Kaufman and the superb Theatre section featuring 15 creepy/funny interviews with old-time wrestlers. Once you've watched "Hacksaw" Jim Duggan's surreal tale about how he literally cracked his skull, you'll realize that actually playing the game is secondary.

The bell's rung on PS2 wrestling: Both options are disappointing. But *Legends* at least makes a great rental because it takes itself less seriously than *Smackdown!*

TEEN T CONTENT RATED BY ESRB **Todd Zuniga** ★★★



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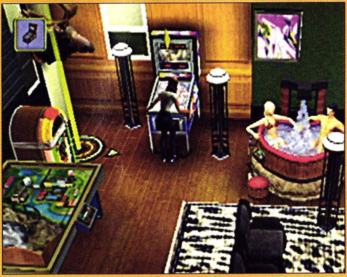
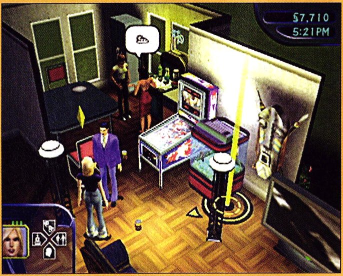
THE SIMS

Sort of like an ant farm, but with people





Publisher: EA Games
Developer: Maxis
Website: www.eagames.com

Four days. That's how long a family of three can survive in a bathroom with no doors, windows, or bathroom fixtures. First, they'll wander around, exploring every corner for some means of escape. They'll realize there *is* no escape right about the time their bladders start getting full. Pretty soon, they're, ah, evacuating onto the floor. That's when the real fun starts. Initially, they'll clean it up, producing a mop out of thin air and scrubbing briskly. But this only lasts until they start getting hungry; soon, starvation saps them of the will to do anything but argue and sleep. Things go downhill from there.

> **"You may start off thinking it's a bit odd, but as soon as you begin identifying with your Sim, you're hooked."**

The interesting thing is, at the very end, when they've been reduced to the most animal of urges (sleep, eat, excrete), they'll start trying to cheer each other up. This happens after about three and a half days...and it doesn't work. A few hours later, one or another will finally give up the ghost; from that point on, it's just a matter of moments until Death comes to claim the whole family.

Did I mention this is a fictional family in the world of *The Sims*? I didn't? Whoops, sorry. Didn't mean to give the impression I'm *that* sadistic. But the truth of the matter is, *The Sims* brings out the mad sociologist in all of us.

There's just something about having total control over a semi-lifelike environment, like the ones the *SimWhatever* games have been creating for years on the PC. It prompts a faint echo of maniacal laughter somewhere in your head, and I don't know a single person who's played this kind of game and hasn't tried inflicting some sort of doom on the virtual populace, "just to see what happens." For me, *The Sims* was a series of experiments in group dynamics; you may find satisfaction in a different sort of exercise. The point is, the possibilities are literally infinite.

That's the great thing about a game like this—but it can also be a big hurdle for newcomers. Some folks find themselves lost in an open-ended game without concrete goals. That's why I think EA and Maxis did a great job with this console adaptation of their PC super-duper-mega-hit. They added an entirely new, goal-oriented mode called Get a Life. The open-ended, traditional *Sims* mode is only available once the player has completed a mission—in effect, once you've learned enough to make playing the open-ended version worthwhile. It's a great idea, and it works well.

Also entertaining are the split-screen two-player levels you can open up as you play through the Get a Life mode. These can get a bit confusing when there are a lot of characters onscreen, but playing this sort of game competitively is quite a novelty.

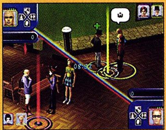
However, some of the other modifications made in this port didn't work as well. The new cursor, for one, stinks. This obnoxious column of light would be a lot easier to deal with if it had a wider radius. I got awfully tired moving the cursor in tiny increments just to try to find the phone.

Also frustrating is the rotating camera; it zooms as you move it vertically, meaning you can't adjust each variable separately. I could never really find a position I was happy with, which caused me to spend as much time jimmying the camera as I spent trying to teach my Sim to clean up his dishes after eating.

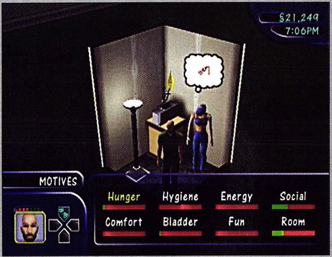
And then there's time management. The PC version has the option of toggling fast time on or off; this version requires you to hold down R1 to speed up time. It may not sound like a big deal, especially since whenever your Sim is sleeping or at work, time flies by in an excessive fast-forward. But as soon as your Sim gets a roommate, you'll understand why it's a complaint: You'll be sleeping and he'll be slacking on the porch swing, and you'll have absolutely nothing to do because, since he's not a family member, you can't control him. So you sit there and hold R1 and hope he goes to sleep. Not exactly my idea of fun.

Despite this, overall, the game is a great time. You may start off thinking it's a bit odd, but as soon as you begin identifying with your Sim, you're hooked. Of course, if you're all about nonstop action and shooting stuff, you're not going to find much here to keep your interest. But if you tend toward more open-ended, cerebral game experiences, you're in for a treat.

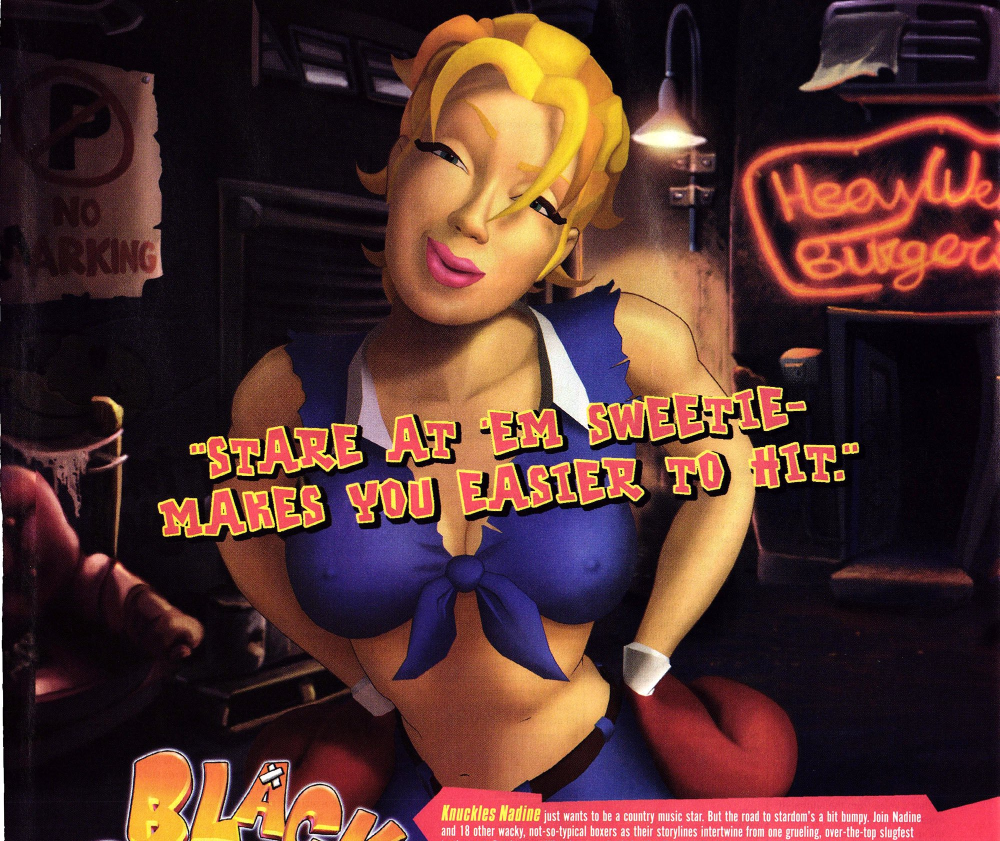
TEEN Joe Rybicki ★★★★



TOP 5 SADISTIC SIM EXPERIMENTS



5. Put two Sims in a room and buy enough furniture to fill in all the empty space, so they have to sleep standing up.
4. Then, place a stereo somewhere they can't reach. Tune it to the Bluegrass station. Now they won't sleep at all.
3. Lock two Sims in a room. Make one a hugger. Make the other a slapper. After 10 minutes, switch roles.
2. Put two Sims in a large room. Partition the room with a kitchen counter so they can't actually interact. Give one a bed, a TV, and a refrigerator. Give the other only enough room to stand. Wake him or her up every time he or she tries to sleep.
1. Ten Sims, 10 espresso machines, no bathroom. Enough said.



BLACK & BRUISED

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Mild Language
Suggestive Themes
Violence

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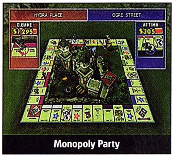
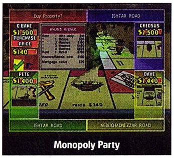
15 The number of Tom Clancy games on the market. Is he going after 3DO's *Army Men* title?

Minority Report


Monopoly Party

The Powerpuff Girls: Relish Rampage

Pride FC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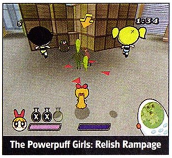

The Powerpuff Girls: Relish Rampage

Pride FC

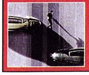
MINORITY REPORT

Publisher: Activision
Developer: Treyarch
Website: www.activision.com

After seeing the movie *Minority Report*, I had no idea how it could be turned into a decent game. So it's a somewhat pleasant surprise that Treyarch has managed to do what it's done with this beat-em-up (which, granted, follows its source material *so* closely that Tom Cruise's character resembles Rainier Wolfcastle with Lex Luthor's voice from the animated *Superman*). Still, *decent* is about the most I can say for it.

missing in action...

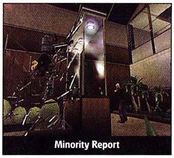
The best action sequence in the movie was when Tom Cruise escaped pursuers by jumping from car to car. It's not in the game at all.

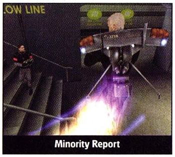


Imagine something in the *Final Fight/Fighting Force* vein, and rivaling *The Bouncer* as the best-looking example of its genre. The character models may not surpass a lot of other stuff out there, but *Minority*'s visuals certainly contend with anything else when it comes to fighting. Bodies react to punches, kicks, and other attacks in an incredibly realistic fashion, and almost anything in an environment is breakable. Step into a room full of swan ice sculptures, for example, and soon, it's likely bye-bye, birdie. I especially enjoyed the graphical effect of the concussion rifle, the gunfrom the film that projects cool-looking circular energy blasts.

Outside the eye candy, though, lies a rather standard beat-em-up, the kind that subscribes to what I call the age-old cloned foes theory—you know, where every fat cop can hug you to death, and each mall thug (in a mall where *everyone* but you is a mall thug) attacks with a baseball bat. Unlike *Final Fight*, however, you cannot pick up said bat (or gun, sick stick, etc.) to use for yourself, a feature that always added a little something to those beat-em-ups. The lack of such an element in *Minority* may seem trivial, but I've always thought of it as practically essential in a game such as this one. It doesn't take long for the action to repeat to the point of boredom, with only the occasional jetpack level breaking up the monotony. Frustrating, checkpoint-free stages only furthered my desire to quit playing. I suspect you'll feel the same way.

T **Chris Baker** ★★½


Minority Report


Minority Report

MONOPOLY PARTY

Publisher: Infogrames
Developer: Runecraft
Website: www.infogrames.com

The notion of a *Monopoly* game in which four players roll and move simultaneously sounds intriguing. It's *Monopoly Party*'s big draw—but it doesn't work very well. Having everyone roll dice at once does speed up the game, but the result yields more confusion than fun. And you still have to wait until everyone's completely done with a turn before you can roll again. The board also maintains a faraway perspective in four-player mode, making it hard to keep track of your location, let alone read property names.

if you like *Monopoly*...

try *Top Shop* (PS1, $10)

"Evolves the *Monopoly* formula into a better game." ★★★★

Fortunately, *Party* allows you to switch to Classic style and take turns in a less-hectic manner. The result pulls off *Monopoly* about as well as you can on a TV screen, and even though I'd rather play the actual board game, I can't deny the advantages of a videogame version. Beyond the obvious money management (no corrupt bankers!), you can also play alone against some stiff (or easy—you decide) A.I. competition, or customize anything from Free Parking payouts to auction rules. And while you won't see any licensed tie-ins, the generically themed Ancient Monuments, Sci-Fi, Fantasy, and Prehistoric boards add some pleasant variety.

E **Chris Baker** ★★★

THE POWERPUFF GIRLS: RELISH RAMPAGE

Publisher: Bam
Developer: Vis
Website: www.bam4fun.com

Take a look at these screen shots, and guess which one *Relish Rampage* most resembles. Is it a) *The Powerpuff Girls: Chemical X-Traction*, b) *State of Emergency*, or c) *Crazy Taxi*? You'd be forgiven for picking a) or b), but the answer is actually *Crazy Taxi*.

Now, think about that for a second. If you were making a game about diminutive girl superheros who can, you know, *fly*...would you make a game almost entirely devoid of vertical freedom? Would you make a game that's basically a driving game with a really oddly shaped car? Neither would I. And I can't for the life of me figure out why Viz did. It really is an awful lot like *Crazy Taxi*: You dash between different points in a city, dodging cars (!) and periodically engaging in ultra-simplistic battles.

It would have been cool if some of the brawling from *State of Emergency* had been incorporated, but the fighting engine in Relish Rampage is just awful. Part of the problem is that you have to lock onto enemies before you can attack them, but you *can't* lock onto them unless they're onscreen—even if the Girls are actually facing them. It's awkward, and stupid, and it makes a shameful waste of the absolutely perfect cel-shaded visual style.

That style and the often funny dialogue are really the game's only redeeming qualities, making it of interest only to fans of the show. Too bad.

E **Joe Rybicki** ★★

PRIDE FC

Publisher: THQ
Developer: Anchor
Website: www.thq.com

Never heard of Pride? Doesn't surprise us. It's a sport so violent, it's never made its way to America. And yet, THQ—obviously riding high from its success with the WWE franchise—has decided to create an entire game around it. A hopeless cause? Not at all.

What *Pride* lacks in terms of brand recognition is made up tenfold by its fantastic gameplay. It's based on the critically praised fighting engine created for Anchor's previously released *UFC* Dreamcast title, which could be compared to *Tekken*, in that the X, Circle, Square, and Triangle controller buttons correspond to the individual left and right arms and legs of your fighter.

The difference is that here, everything is spot-on real. The game features an abundance of fighting styles, and everything from the grapples to the counters comes off incredibly well. It plays faster than the *UFC* games, yet it's far more strategic.

dare to compare...

UFC: Throwdown

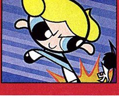
"With all this emphasis on realism, the game sort of forgets that it's supposed to be fun... the fighting engine is slow." ★★★½

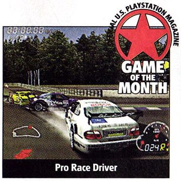
With a solid Create-A-Player mode (complete with custom combos), lots of video clips, and great ring entrances, this is a top-notch PS2 brawler. The only thing I could ask for is some sort of Career mode.

M **Sam Kennedy** ★★★★

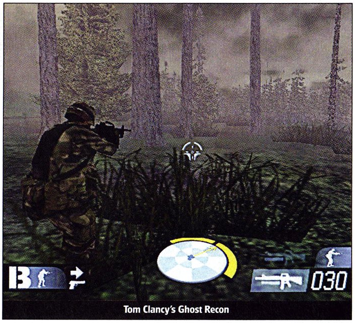
SMALL WORLD

Bubbles from *The Powerpuff Girls* is voiced by Tara Strong, who was also Rikku in *Final Fantasy X.*

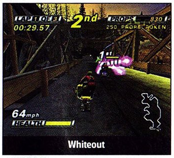




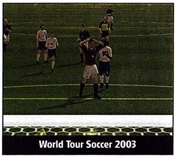
Pro Race Driver



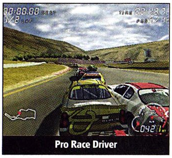
Tom Clancy's Ghost Recon



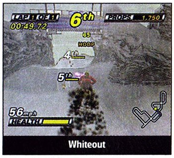
Whiteout



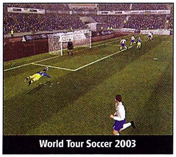
World Tour Soccer 2003



Pro Race Driver



Whiteout



World Tour Soccer 2003

PRO RACE DRIVER

Publisher: Codemasters
Developer: Codemasters
Website: www.codemasters.com

Cutely dubbed a "car-PG" by its makers, *Pro Race Driver* stands a very good chance of changing the way racing games are presented. Picking up the idea *R4* left off with, *PRD* has you playing a character who seeks to develop his career on the professional circuit. As a result, you pay a lot more attention to rankings, championship points, and team rivalries than you normally would, because the game gives everyone a face. It also makes it exponentially more addictive than most racers. It's a neat trick that's only slightly marred by the whiny, complaining, spoiled brat of a character you're forced to play as. Driven by a need to prove yourself as a worthy member of a racing family (Daddy died on the track, big brother is a champ), you often feel almost embarrassed by the dumb crap that comes out of your mouth.

Story aside, *PRD* is a damn fine racer. Based on Codemasters' universally acclaimed TOCA driving engine, the game throws an enormous number of challenges at you. Car handling feels spot on, with tight and snappy steering. Although everything has a colorful, almost cartoon-like quality, the sense of speed is excellent, and the cars (there are lots of them) all look cool. The damage system kicks ass, too. Smash things up and bits bounce around on the track—and they stay there for the whole race, so you'll sometimes hurtle into a bend and accidentally bonk over someone's fender.

I'm completely addicted.

EVERYONE E ESRB **John Davison** ★★★★½

TOM CLANCY'S GHOST RECON

Publisher: Ubi Soft
Developer: Red Storm
Website: www.ubisoft.com

Tom Clancy has a grim view of the world. He also has some concerns about the country of Georgia, judging by the latest games bearing his name: In *Splinter Cell*, Georgia's the hub of nefarious activities, and here in *Ghost Recon*, its political leaders are up to no good as well.

The year is 2008, and, according to Clancy, there's trouble in Russia. The country has shaken off communism, but it's now struggling with the other end of the political spectrum. "Ultra-nationalist" forces are attempting to stick the former Soviet Union back together again, bringing the whole world to the brink of war.

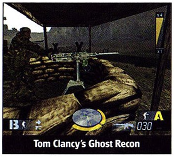
As an elite unit of blah blah blah (you know the drill) known as the "Ghosts," your job is to head to troubled spots and prevent war from escalating by rescuing prisoners, making things explode, and shooting at things. Mostly people. Bad people, obviously. From what I can gather, there isn't actually a lot of "recon" involved. Perhaps a better title would have been "Ghost Blowing Crap Up".

If you've played any previous Clancy games, you'll be familiar with the squad-based nature of the gameplay. Unlike the *Medal of Honors* of this world, *Ghost Recon* is all about working as a team. You need to be aware of how each mission is planned, and assign your squads specific tasks so you can pull off missions with deadly precision. It's not as complex as it seems, and more often than not, you spend the planning stages of the game telling everyone under your command to run toward the objective as fast as they possibly can while pointing the biggest gun they can carry at anyone with an accent. Bad-guy intelligence can, on occasion, be dumber than a dumb thing on dope, so, you'll often creep up on guys who are lying on the ground, facing away from you, shooting at a wall. That said, your own boys can sometimes be quite dopey, too—much like Boomer in *SOCOM*.

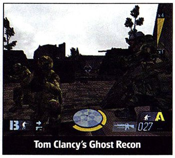
The game's not scored higher because it's plagued with a bunch of annoyances: It looks great, but the environments don't feel interactive. The A.I. lets the squad work together, but there's no basic common sense. The levels are huge, but you don't feel like there's much freedom because the game very strictly controls where you can and can't go.

All that said, I do kinda like it. I just don't love it.

MATURE M ESRB **John Davison** ★★★½



Tom Clancy's Ghost Recon



Tom Clancy's Ghost Recon

WHITEOUT

Publisher: Konami
Developer: Vicarious Visions
Website: www.konami.com

Let's see: graphics that look straight outta 1997, snowmobiles that control like automobiles, a pair of obnoxious announcers, and a nitro boost that adds such a heavy motion blur, the game becomes literally unplayable. Does this sound like a good time to you? If it does, you're in luck (you're also a moron, but that's a topic for another day)—*Whiteout* was made with you in mind.

if you like *Whiteout...*

try Liquid Paper

...perhaps on your eyeballs, to block out this eyesore of a game.

No, don't actually do this. It hurts.

The rest of us will laugh at the shoddy graphics, yawn at the soporific level design, and scratch our heads as we try to figure out the difference between the Snocross and Cross-Country courses. We'll also smirk as the game attempts edgy humor, like calling points "props" and wipeouts "whiteouts." Because, you see, the game is called *Whiteout*. Tee hee.

I found exactly two interesting things about the game. First, the fact that every major jump in the game is named (e.g., Hanged Man Gap). I just think that's cool. The other is that there's a Bad Religion song on the soundtrack, which is something of a novelty. It is, however, one of my least favorite Bad Religion songs, which strikes me as entirely appropriate.

TEEN T ESRB **Joe Rybicki** ★

WORLD TOUR SOCCER 2003

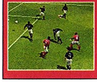
Publisher: Sony CEA
Developer: 989 Sports
Website: www.playstation.com

It's not that the latest *World Tour Soccer* isn't a great game—it is. But it's going up against one of the competition's strongest titles: EA Sports' *FIFA 2003*. For those who don't keeps tabs, *World Tour* is 989 Sports' strongest sports franchise, and it's well ahead of its steadily progressing counterparts.

The game's strength comes from its simplicity. The airplay is practical and easy to learn, and comes down to the press of a button. Instead of trying to figure out timing, the timing's done for you. If you have position (and sometimes if you don't) you can win the header to a teammate or push it past a diving goalie. Because the airplay is easy to master, you'll feel good about punting the ball high in the air for 50/50 balls.

if you like *World Tour...*

try *FIFA 2003*



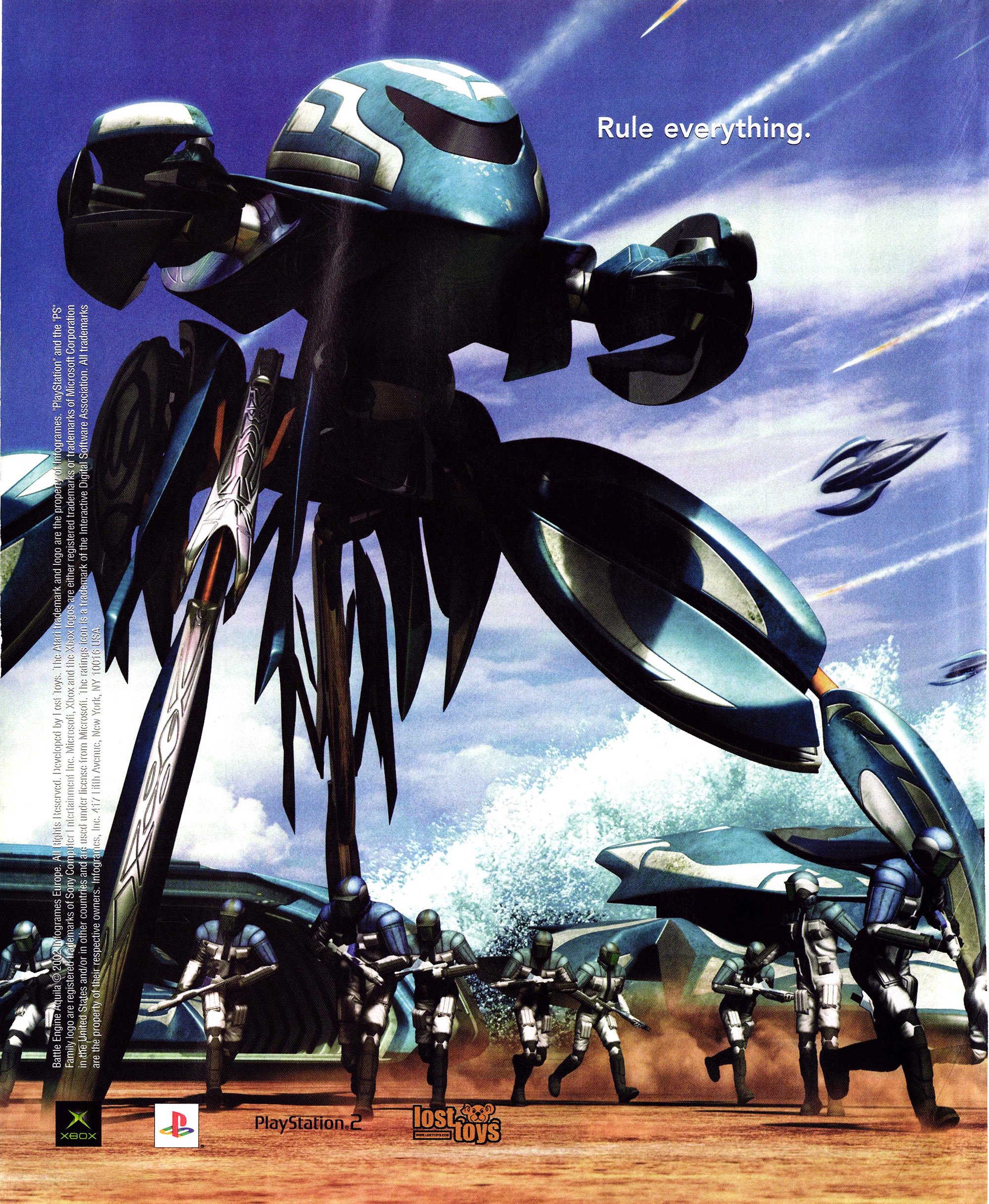
"*FIFA 2003* is superior on just about every level."

★★★★★

The best part of the game, though, is beating a defender on the dribble and creating a scoring chance. It's energizing and it's effort well-spent. The game's not easy, so every chance counts. Plus, the variety of goals is endless.

This one will surprise people (the last one surprised me), plus at $39.99 it's $10 cheaper than *FIFA*. Though *FIFA*'s worth the extra coin.

EVERYONE E ESRB **Todd Zuniga** ★★★★



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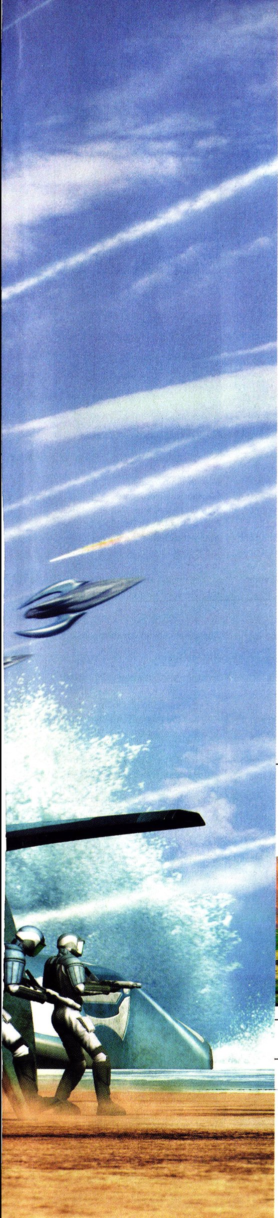

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"Frenetic land assaults, overwhelming numbers, smooth, bright graphics, a ton of multiplayer options…quite simply, the greatest amount of "stuff" you've ever seen in a shooter… you may need a reminder to close your gaping jaw"
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Bombers
190

Available 1/28/03

TEEN
T
CONTENT RATED BY ESRB
Violence

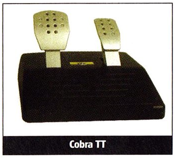
Battle Engine aquila

ATARI®

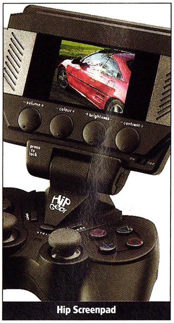
TiVo-TASTIC

The QCast Tuner should soon support a TiVo-like PC program called SnapStream.

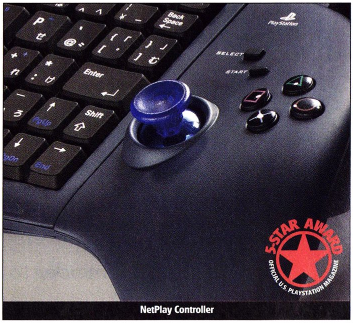
Cobra TT



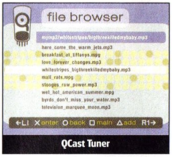
Cobra TT



Hip Screenpad



NetPlay Controller



file browser

mymp3/whitestripes/bigthreekilledmybaby.mp3

here_come_the_warm_jets.mp3
breakfast_at_tiffanys.mpg
love_forever_changes.mp3
whitestripes_bigthreekilledmybaby.mp3
mall_rats.mpg
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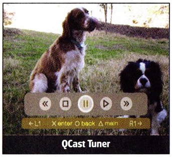
wet_hot_american_summer.mpg
byrds_don't_miss_your_water.mp3
television_marquee_moon.mp3

QCast Tuner



QCast Tuner

COBRA TT

Manufacturer: Pelican Accessories
Website: www.pelicanacc.com

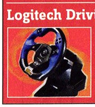
There's very little about Pelican's *Cobra TT* that inspires confidence, except maybe the big, rubbery grip on the wheel itself. Otherwise, it's your typical unlicensed, cheap-feeling, plasticky peripheral.

Following the current trend, the wheel comes with pedals that weigh slightly more than a feather and skid across the ground when you press on them. It also comes with a table clamp and a lap rest, which is essentially two bits of curved plastic that force you to squeeze your thighs together. If you're at all chunky in the tree-trunk department, you're gonna have problems, cuz this puppy ain't adjustable. According to Pelican's website, the lap thing "enhances the overall comfort and realism" of the wheel. I've never driven a car in which you lean the steering column on your testicles. Perhaps you have and I'm missing something?

I tested the wheel with a bunch of games, and it was, in a word, horrific. The unit I had was set up wrong: When the wheel was straight, it wasn't centered. The center was actually a few degrees to the left, so everything was screwy. *Pro Race Driver* played better with a Dual Shock 2. If you want a wheel, look elsewhere.

try this instead...

Logitech Driving Force



"If you're going to buy a wheel, buy this one."

★★★★★

John Davison
★

HIP SCREENPAD

Manufacturer: Hip Interactive
Website: www.hipgearproducts.com

So, you want to get your game on while you're on the go, but you don't have the space to lug around a TV or the $150 for one of those 5-inch, system-mounted LCD monitors for your PS2. How can you resolve this issue?

Why, with a 2-inch, *controller*-mounted monitor, of course. OK, maybe it's not the most practical item to ever cross our desk. And, considering that it's a controller and screen in one big piece, it's as clunky-looking as you'd imagine. It doesn't feel so spectacular, either; the weight of the screen makes it feel heavy and poorly balanced.

In fact, the whole device seems rather sloppily constructed. For one thing, the screen wiggles even when it's "locked" at your preferred viewing angle. And the headphone jack (a wise addition) constantly emits an unsubtle hiss. (I imagine it's interference from the screen itself.) Plus, all the controller buttons feel fairly unresponsive—almost sticky, in fact.

In spite of all this, the Screenpad boasts an astonishingly crisp screen. I'm amazed at how easy it is to read text on this tiny thing. Yeah, you have to hold the screen about a foot from your face to do so, but even still, that's quite a feat.

The other plus is its price: While not exactly in impulse-buy territory, at $100, it's not out of reach. But what will dictate whether or not people buy it will be personal preference: Are increased mobility and lower price reasons enough to choose this over a screen that's twice as big, but only $50 more? Personally, I'd say no.

Joe Rybicki
★★½

NETPLAY CONTROLLER

Manufacturer: Logitech
Website: www.logitech.com

If technologically advanced, vaguely humanoid aliens descended upon our planet to dispense their wisdom and technology, I imagine they'd bring along something resembling Logitech's NetPlay Controller.

I continue to be impressed by the quality and sensibility of Logitech's products, and the NetPlay is no exception: It integrates a fully force-feedback-enabled PS2 controller with a fully functional, comfortable keyboard. Designed for online gaming, it's equally useful for any game that requires both controller and keyboard (*RPG Maker 2* comes to mind). And it really does look like it comes from another planet.

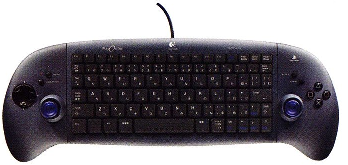
In fact, when I first looked at this oblong oddity, I thought it couldn't possibly be comfortable. With the two analog sticks set roughly a foot apart, it seemed like a case of sacrificing comfort for convenience. But it's amazing how well this thing works. A few moments after picking it up, I wasn't even thinking about the strange configuration. The controller portion of the package handles nearly as well as the standard Dual Shock—with two exceptions. First, the shoulder buttons are really comfortable only if you're resting the device on your lap; otherwise, you're using your index fingers to stabilize the plank, which makes it harder to hit L1 and R1. The second issue is negligible: The Start and Select buttons are both on the right half of the controller. I'd prefer to have Select on the left...but that's only an issue in titles where you hit Select a lot.

The keyboard is similarly comfortable. The keys do feel a tad close together, and the top two rows (numbers, function keys and Backspace) are *tiny*, but these minor details require very little adjustment time. More important, key response is quick, quiet, and comfortable—so comfortable that I'm writing this review using the keyboard.

That's right; for maximum compatibility, Logitech designed the device with two separate cords: USB for the keyboard and a standard PS2 cord for the controller. They even made it so that the keyboard can be completely detached from the controller to create what is, as far as I know, the most compact USB keyboard on the market.

Other than moving the Select button or knocking down the somewhat steep $70 price tag, I can't think of a single way the NetPlay could be improved.

Joe Rybicki
★★★★★



QCAST TUNER

Manufacturer: BroadQ
Website: www.broadq.com

Remember all that talk about the PS2 becoming an "entertainment hub"? It's been a long time coming, but it looks like that vision is edging closer to becoming a reality.

Let me warn you, though, that the QCast is a very specialized product. This is for the PS2 owner who has 1) a Network Adapter 2) a home network to which the PS2 is connected and 3) a healthy collection of digital media residing on a computer that's *also* connected to the network. If you meet all of these criteria, you're in for a treat.

The QCast is essentially a glorified MP3 player for your PS2—one that draws the files not from a CD or a hard drive, but from the computer where you do all your MP3 ripping. It sounds like a lot of effort for a fairly simple return, to be sure. But if you, like me, have days' worth of music on your PC—and a lot of files that you *don't* own on CD—this is a wonderful invention.

Now, I can play all the music that's stored on the computer in my office through the high-quality sound system in my living room. What's more, I can access any MPEG video files or even set up slideshows of JPEG photos. And at $50, it's a good $100 less than the cheapest hardware equivalent.

There are a few bugs to be worked out of the current version, but since the QCast resides partially on your PC, it can be updated with fixes and new features. So I'm fairly confident these'll be fixed.

Like I said, it's a very specialized product. But if your home setup is anything like mine, it might be just what you've been looking for.

Joe Rybicki
★★★★

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REPLAY

Tricks, strategy, cheats, AND a handy list of every game we've ever reviewed!

EXCLUSIVE STRATEGY!

GTA VICE CITY (AGAIN)!

118 Car Thief

Anyone can steal a car while they're visiting the grimy burg of Vice City by hitting Triangle. That part's easy. But once you buy Sunshine Autos from B.J. Smith for a cool $50K, you'll have to be more particular in your thieving. But figuring the difference between an Admiral and a Washington isn't as easy as it sounds. We show you the cars, so you can fill your fancy showroom with hot, unlockable rides.

PS2 Games

126 Contra
128 James Bond 007: NightFire
115 Hitman 2: Silent Assassin
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116 Ratchet & Clank
115 Rygar
122 The Sims

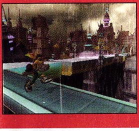
130 Skate or Die

Playing through *Tony Hawk 4* has taken awhile, hasn't it? It's longer than the last version, but ten times more addictive. But while you're finishing all the objectives, you might have missed out on little secrets that are scattered around the different areas. Sure, you've beaten Bjorn at the tennis courts, but have you found the poo-flinging monkeys? We tell you every last money-making secret spot!

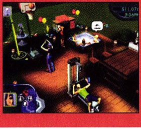
PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title.
Ratings in red indicate a five-disc score.
A number ❶ indicates its rank in the top 10 selling games for each system.

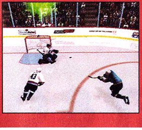
GAME	PUBLISHER	SCORE	ISSUE
18 Wheeler American Pro Trucker	Acclaim	●●●●	52
4x4 EVO	GOD Games	●●●●	44
2002 FIFA World Cup	EA Sports	●●●●	58
Ace Combat 04: Shattered Skies	**Namco**	●●●●◐	**51**
Activision Anthology	Activision	●●●●	64
The Adventures of Cookie & Cream	Agetec	●●●◐	44
Aggressive Inline	Acclaim	●●●●◐	59
Airblade	Namco	●●●●	53
All-Star Baseball 2002	Acclaim	●●●◐	44
All-Star Baseball 2003	Acclaim	●●●◐	56
Antz Extreme Racing	Empire	●◐	61
Aqua Aqua	3DO	●●	42
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◐	48
Armored Core 3	Agetec	●●●◐	61
Army Men: Air Attack	3DO	●●●◐	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◐	45
ATV Offroad Fury	**Sony CEA**	●●●●	**42**
ATV Offroad Fury 2	Sony CEA	●●●●	64
Baldur's Gate: Dark Alliance	Interplay	●●●●◐	52
Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◐	51
Batman: Vengeance	Ubi Soft	●●●	51
Blade II	Activision	●●	62
Blood Omen 2	Eidos	●●●◐	57
BloodRayne	Majesco	●●●◐	63
Bloody Roar 3	Activision	●●●◐	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◐	52
Burnout 2: Point of Impact	Acclaim	●●●●	63
Capcom vs. SNK 2	Capcom	●●●●◐	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◐	50
City Crisis	Take 2	●●●	48
Commandos 2: Men of Courage	Eidos	●●	62
Conflict: Desert Storm	Gotham Games	●◐	63
Conflict Zone	Ubi Soft	●●◐	63
Contra: Shattered Soldier	Konami	●●●●◐	64
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	●●●◐	**51**
Crazy Taxi	**Acclaim**	●●●●	**46**
Dark Angel: Vampire Apocalypse	Metro3D	●◐	49
Dark Cloud	**Sony CEA**	●●●●◐	**46**
Dark Summit	THQ	●●●◐	52
Dave Mirra Freestyle BMX 2	**Acclaim**	●●●◐	**50**
DDRMAX	Konami	●●●●	63
Dead or Alive 2: Hardcore	Tecmo	●●●●◐	39
Defender	Midway	●●●◐	62
Deus Ex: The Conspiracy	Eidos	●●●●◐	56
Devil May Cry	**Capcom**	●●●●●	**50**
Dino Stalker	Capcom	●●●◐	61
Disney Golf	EA Games	●●●●	61
Disney's PK: Out of the Shadows	Ubi Soft	●●◐	63
Disney's Treasure Planet	Sony CEA	●●●◐	64
Donald Duck: Goin' Quackers	Ubi Soft	●●●◐	42
Downforce	Titus	●●	57



116
MAPQUEST
Ratchet & Clank
Maps you can't live without



122
GET OUT!
The Sims
Get out of Mom's house fast



124
THINK RINK
NHL 2K3
Score more with these cool tips

GAME	PUBLISHER	SCORE	ISSUE
Dr. Muto	Midway	★★½	63
Dragon Rage	3DO	★½	54
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
Endgame	Empire	★★	59
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	**★★★★★**	**46**
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS ExtraTime	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Evergrace	Agetec	★★	39
Evil Twin	Ubi Soft	★★	52
Evolution Skateboarding	Konami	★★½	63
Extermination	Sony CEA	★★½	48
Extreme G III	Acclaim	★★★★	50
F1 2001	**EA Sports**	**★★★★★**	**52**
F1 2002	EA Sports	★★★★½	60
F1 Championship	Ubi Soft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	**★★★★★**	**63**
Fighter Maker 2	Agetec	★½	64
Final Fantasy X	**Square EA**	**★★★★★**	**53**
Fireblade	Midway	★★½	59
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freekstyle	EA Sports Big	★★★★	59
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Gadget Racers	Conspiracy	★★★½	50
Gallop Racer	Tecmo	★★	48
Gauntlet: Dark Legacy	Midway	★★★½	46
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	**★★★★★**	**46**
❶ **Grand Theft Auto: Vice City**	**Rockstar**	**★★★★★**	**63**

It's cheating, but we're going to give you these codes anyway. Should we say it's ignoble to use them? We will not. Punch these in during gameplay, and the vehicle listed will fall from the sky.

SPAWN A RHINO
0 , 0, L1, 0, 0, 0, L1, L2, R1, Triangle, 0, Triangle

SPAWN A BLOODRING RACER
Down, R1, 0, L2, L2, X, R1, L1, Left, Left

SPAWN A BLOODRING BANGER
Up, Right, Right, L1, Right, Up, Square, L2

SPAWN A HOTRING RACER NO. 1
R1, 0, R2, Right, L1, L2, X, X, Square, R1

SPAWN A HOTRING RACER NO. 2
R2, L1, 0, Right, L1, R1, Right, Up, 0, R2

SPAWN A ROMERO'S HEARSE
Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

SPAWN A LOVE FIST
R2, Up, L2, Left, Left, R1, L1, 0, Right

SPAWN A TRASHMASTER
0, R1, 0, R1, Left, Left, R1, L1, 0, Right

SPAWN A SABRE TURBO
Right, L2, Down, L2, L2, X, R1, L1, 0, Left

SPAWN A CADDY
0, L1, Up, R1, L2, X, R1, L1, 0, X

GAME	PUBLISHER	SCORE	ISSUE
Grand Theft Auto III	**Rockstar**	**★★★★★**	**52**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	**★★★★★**	**51**
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
❺ **Hitman 2: Silent Assassin**	**Eidos**	**★★★★½**	**63**

Try these in-game cheats. Input them during gameplay.

SLOW MOTION One of those tricks that falls into the "not very useful" category. R2, L2, Up, Down, X, Up, L2

FULL HEALTH This one, on the other hand, can be filed under "very useful." R2, L2, Up, Down, X, Up, Down

PUNCH MODE R2, L2, Up, Down, X, Up, Up

GRAVITY We're not sure why you'd want this...but here it is anyway. R2, L2, Up, Down, X, L2, L2

LETHAL CHARGE Makes your shots even more effective. One-shot kills are easier to pull off. R2, L2, Up, Down, X, R1, R1

BOMB MODE Does exactly what it says. R2, L2, Up, Down, X, Up, L1

MEGA FORCE Has the amusing effect of making bad guys disappear into the distance when you kill them. R2, L2, Up, Down, X, R2, R2 (Restart level to remove effects.)

NAILGUN MODE This one pins people to walls. The effects aren't always obvious-it depends on where you shoot the bad guys. Try shooting corpses for added amusement. Activate this and Mega Force together for added frivolity. R2, L2, Up, Down, X, L1, L1

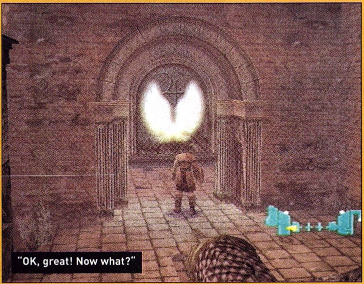
GAME	PUBLISHER	SCORE	ISSUE
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
Ico	**Sony CEA**	**★★★★★**	**50**
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	**★★★★★**	**52**
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
King's Field: The Ancient City	Agetec	★★	55

RYGAR

Camera trickery leads to confusion

Rygar is about as straightforward an action-adventure game as they come, and it's not even an overly hard one at that. The basic strategies are to hit everything (to see what you might find) and to revisit areas once you have gained new items and abilities. Do that, and you should be all set.

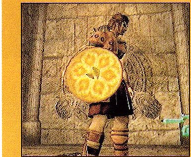
There is, however, one spot in the game that might have you completely stuck (many of us here at *EGM* and *OPM* were stumped by it), but it's actually much simpler to get past than it appears. In fact, the problem isn't so much that it's a tough puzzle; it's that the camera's positioning actually creates an optical illusion that leaves you unsure about how to proceed. The part we're talking about is in the Elysion Shrine. You'll cross two pole bridges and come to what looks like a door with a winged crest on it. Now, if you're like us, you'll probably wonder what you're supposed to do here (what trigger you're supposed to hit) to get through the door. And you might end up running around in circles trying to figure it out. In actuality, the wall with the crest on it is not a doorway at all—it's a pathway. And it can be slid under. See? It's really not that tricky a spot at all—as long as you don't get fooled by the illusion.



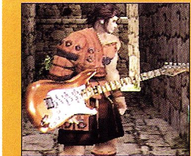
"OK, great! Now what?"

UNLOCKABLES

In addition to movie files, music, and artwork, there's a bunch of other cool stuff that can be unlocked. Here's a selection of what can be uncovered.



PIZZARMOR Complete the game (including Necromandio Cave) in Easy mode or higher to unlock an armor shaped like a pizza.



GUITARMOR Complete the game (including Necromandio Cave) in Normal mode.

HARD MODE Complete the game (including Necromandio Cave) in Normal mode to unlock Hard mode.

www.ratchetandclank.com
Be sure to check out the cool "Challenge Clank" minigame. It's awesome!

RATCHET & CLANK

Maps, tips, and strategies from our pals at Insomniac

Maps Galore!

Trouble finding the Thruster Pack? Looking for every Gold Bolt? We've got maps marked with the locations of *all* the goodies. But what to do with all those Gold Bolts? Trade them in for powered-up weapons at the secret storehouse in the tallest tower in Gremlik Base!

We've also gotten tons of requests for a quick and easy way to load up on bolts. Tony Garcia, a programmer at Insomniac, offers this advice: "My favorite location to grab bolts is in Drek's Flagship, after you have already completed the level. If you have the Tesla Claw, you should be able to easily run though the main path of the level while picking up tons of bolts as you fly through. After you've run though Drek's Flagship a few times, the number of bolts that you pick up with each run will fall, and eventually, each enemy will begin to give you just a single bolt. When that happens, its time to pick up and move to one of the two hoverboard races, either in Blackwater City on Rilgar or Gadgetron Site on Planet Kalebo III. Once you get bored beating your best times for bolts, head back to Drek's Flagship. You'll find that the enemies should once again be dropping their maximum number of bolts." Thanks, Tony!

Legend

★ Start Area

Gadgetron Vendor

Golden Bolt

Infobot

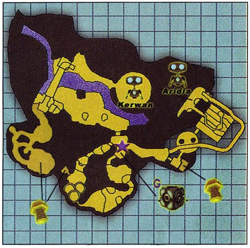
Chickens!

WHAT THE FLOCK?
On Kalebo III, beneath the platform where you get the Map-o-matic, there's a teleporter that'll take you to a room with a Gold Bolt and lots of chickens. Kill all the chickens, and more will pop out of the teleporter!

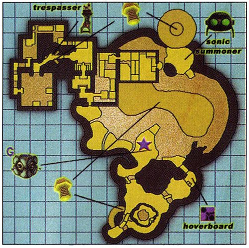
FEATHERS!
When you use the Suck Cannon on a chicken you made with the Morph-o-Ray, it spews out a spray of feathers.

Need some more bounce in your game? Slurp up an enemy with the Suck Cannon, then aim straight down and shoot it out. Check out that wacky zig-zag bounce!

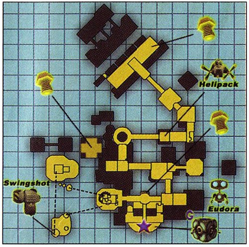
❶ TOBRUK CRATER, NOVALIS



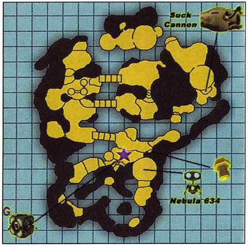
❷ OUTPOST X11, ARIDIA



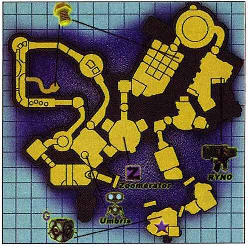
❸ METROPOLIS, KERWAN



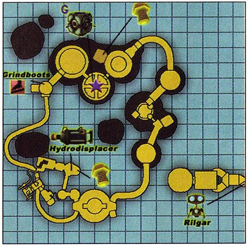
❹ DEFORESTATION SITE, EUDORA



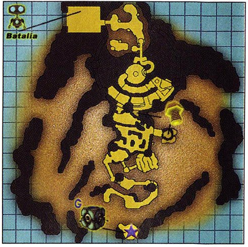
❺ BLACKWATER CITY, RILGAR



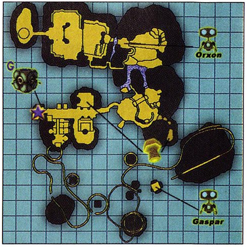
❻ BLARG STATION, NEBULA



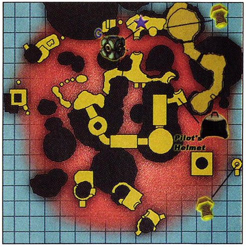
❼ QUARK'S HQ, UMBRIS



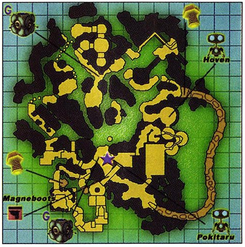
❽ FORT KRONTOS, BATALIA



❾ BLARG DEPOT, GASPAR

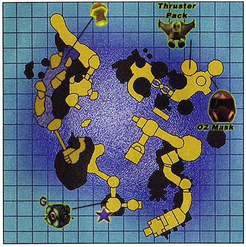


❿ KOGOR REFINERY, ORXON

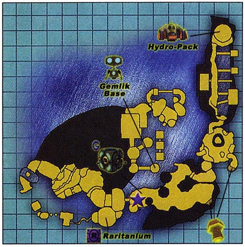


✪✪✪✪✪ "Plenty of other action platformers can boast similar features—but few have pulled them all together the way Ratchet & Clank has."

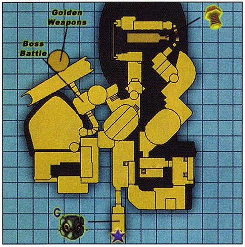
⑪ JOWAI RESORT, POKITARU



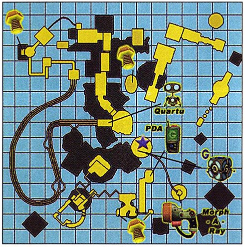
⑫ PLANTEBUSTER FACTORY, HOVEN



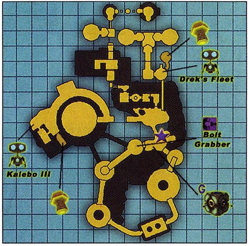
⑬ GEMLIK BASE, OLANTIS ORBIT



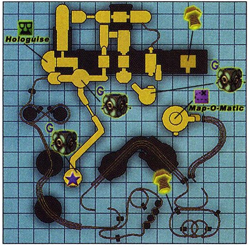
⑭ GORDA CITY RUINS, ORLANTIS



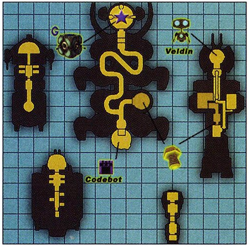
⑮ ROBOT PLANT, QUARTU



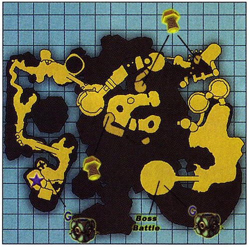
⑯ GADGETRON HQ, KALEBO III



⑰ DREK'S FLEET, VELDIN ORBIT



⑱ KYZIL PLATEU, VELDIN



Weapons 101

Not sure when to pull out the Pyrocitor? Need help handling the Tesla? Here's a handful of hints from Insomniac's programmer, Mike Stout, and tester, Steve Martin.

BOMB or MINE GLOVE on charging enemies. If an enemy is charging straight toward you, try using the Bomb Glove (or preferably the Mine Glove) to take them out. They tend to get caught in the blast and thrown back, which gives you enough time to hit them again before they recover. And two free hits is usually enough to kill most enemies.

Snipe (DEVASTATOR or VISIBOMB) difficult enemies when possible. There's no shame in being a sniper. If an enemy is too tough for you, take it out at a distance with the Devastator or, if you have it, the Visibomb gun. This is an especially viable strategy to use on the Blarg Elite troops on Veldin and Kalebo III.

When sniping, release some DEFENSE DRONES. Unfortunately, when sniping, you're often vulnerable to attack. To patch this hole in your defenses, throw out some Defense Drones. They'll soak up the damage while you lay the smack down on all your enemies.

Use the MINE GLOVE and TAUNTER together. The Taunter activates dormant mines from the Mine Glove, giving them a longer range. It also makes enemies run toward you. Toss out some mines, use the Taunter, and then watch as the mines rush toward the enemies, which are running toward you. When they meet, it gives you a warm feeling inside.

Puffer fish on Pokitaru? Use the SUCK CANNON! On planet Pokitaru, the path to get the oxygen mask is treacherous. The best weapon to use is the Suck Cannon. Simply stand at the bottommost part of the Resort Owner's raft and hold down Circle to activate the Cannon while pointing it at the Resort Owner. The fish should almost leap into your Cannon, making the path a breeze.

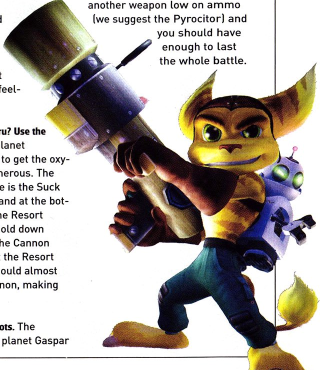
WALLOP Kamikaze Bots. The Kamikaze Bots on planet Gaspar (the ones that run toward you and explode) are a nuisance. The best weapon to use against them is the Walloper: It takes them out in one hit, and stops them from exploding on you.

PYROCITOR or TESLA CLAW on swarmers. Whenever you have a horde of small enemies nearby, the Pyrocitor or (if available) the Tesla Claw will make short work of them all. Always have one of these babies in your Quick Select, ready to kill a few dozen swarmers if they show up.

MINE GLOVE on hiding bounty hunters on Batalia. There are some Blarg Bounty Hunters on Batalia that hide underground. The best thing to do with these elusive enemies is use the Mine Glove to throw a mine next to their hiding place. When they pop out to attack you, the mine will kill them.

DOOM and duck the Patrol Bots. A lot of people have trouble with the Patrol Bots on the path to the Infobot on planet Oltanis (Gorda City). The best thing is to throw out Agents of Doom and then hit the R1 button to duck. Their electricity will go over your head and the Agents will do the dirty work for you while you sit in complete safety. (Be sure you're not standing on a raised portion of the ground, or the electricity will hit you even if you duck.)

BLAST and DEVASTATE Drek. At the end of the game, the two best weapons to use on Drek are the Blaster and the Devastator. Keep another weapon low on ammo (we suggest the Pyrocitor) and you should have enough to last the whole battle.



Apparently, this *Vice City* thing is quite popular.

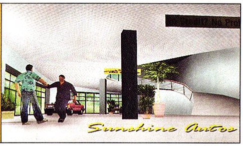
GUN FUN: Need a gun? Try stealing a cop car. You'll come out with a shotgun and five shells.

GRAND THEFT AUTO: VICE CITY

Unlock all of the secret cars at Sunshine Autos!

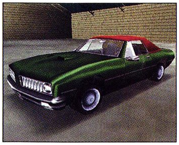
Cars For Show, Thieving For Dough

Once you unlock the car showroom in Little Havana, you'll have the chance to do two things: 1) race around the city in *Midnight Club*-style street races and 2) jack cars from around the city and return them to the garage. If you go to the street-race map, look to your right to find the car garages; there will be a list of six. Every time you collect six cars, you'll unlock another car (it'll show up in the showroom, which has two levels) plus a list of six more cars. There are four levels altogether. Here, we present the four lists, the six cars for each, and pictures of each car. Along with that, we tell you where to find them (some are tougher to locate than others).

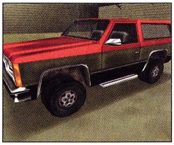


PART 1: GET THE DELUXO!

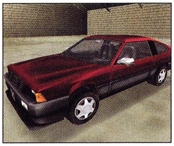
STALLION

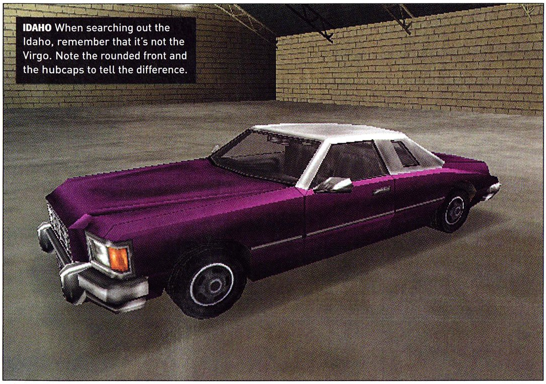


RANCHER



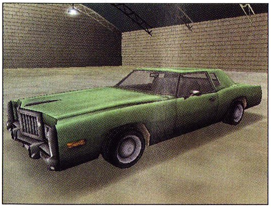
BLISTA COMPACT



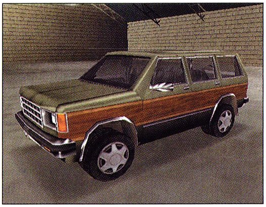


IDAHO When searching out the Idaho, remember that it's not the Virgo. Note the rounded front and the hubcaps to tell the difference.

ESPERANTO For the Esperanto, go to the East Side of the southernmost bridge.

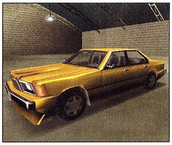


LANDSTALKER The Landstalker and Rancher are different trucks. Don't forget it. Go downtown for this one.

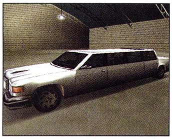


PART 2: SCORE THE SABRE TURBO!

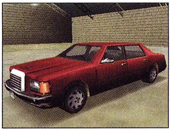
SENTINEL



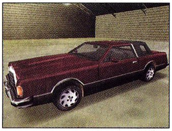
STRETCH Go to the Vercetti mansion to find the Stretch. It'll be on the left side as you go down the stairs.



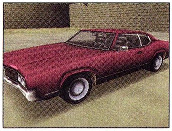
WASHINGTON The differences between the Washington and the Admiral are a subtle pain in the rump. Look at the hubcaps to tell the difference. To make it easier on yourself, go to the airport.



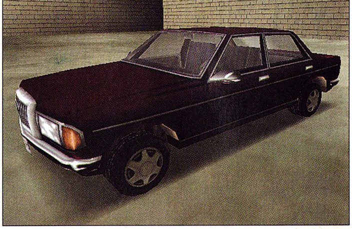
VIRGO



SABRE

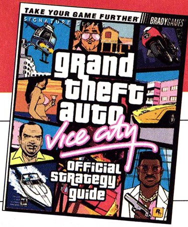


ADMIRALS are easy to find, but if you're mistaking them for the Sentinel, remember that the Sentinel has a big hunk of plastic hanging below the headlights. Also, the Admiral has huge windows (no blind spots).



Have you completed 100% of *Vice City*? How long did it take you? Write us at opm@ziffdavis.com and title the e-mail *Replay: GTA: Finishing Moves.*

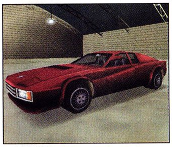
www.kentpaul.com
It was the first place for screenshots, but now it's full of weird references to the game.



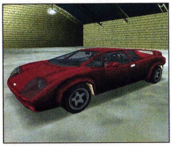
This month, we tip our hats to the master of strategy: BradyGames. It provided this month's *GTA: Vice City* strategy. Look for more info in its Official Signature Series guide.

PART 3: BRING ON THE SANDRING!

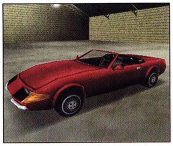
CHEETAH Skulk around right outside the dealership to find lots of these cars. The Cheetah, Infernus, and Banshee are around that area pretty often.



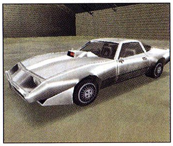
INFERNUS If you have the memory of water, maybe you can't remember where to snag an Infernus. Instead of calling some pay-for-tips 900 number, just go to the Vercetti mansion. See that car near the stairs? Yep. You're dumb.



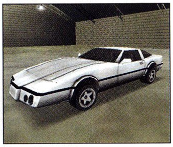
STINGER

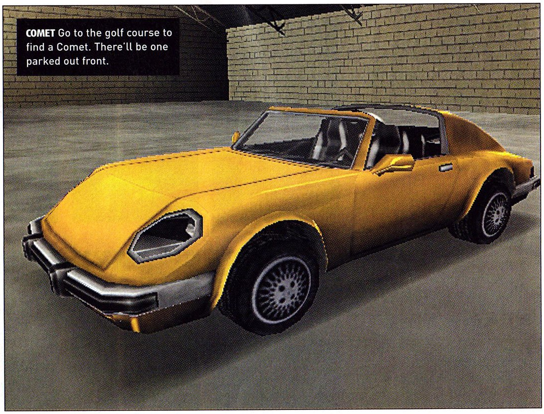


PHOENIX



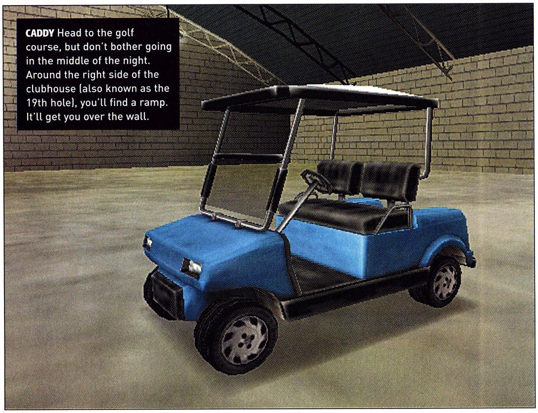
BANSHEE





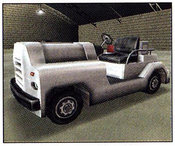
COMET Go to the golf course to find a Comet. There'll be one parked out front.

PART 4: GET THE HOTRING RACER!

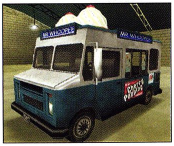


CADDY Head to the golf course, but don't bother going in the middle of the night. Around the right side of the clubhouse (also known as the 19th hole), you'll find a ramp. It'll get you over the wall.

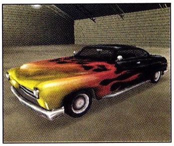
BAGGAGE Can't find the Baggage vehicle? Head to the airport.



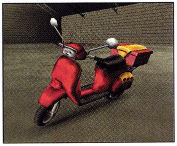
MR. WHOOPEE



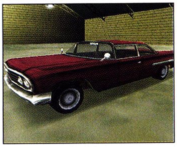
CUBAN HERMES



PIZZA BOY Head over to the pizza shop downtown (it's on the top left corner of the map). You'll find one sitting right outside, near the drive-up window.



VOODOO Remember where Auntie Poulet's house was in the middle of Little Haiti? There's a Voodoo right outside her of her crappy little excuse for a shack.



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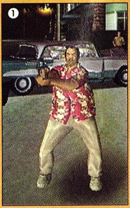
GRAND THEFT AUTO: VICE CITY

Tips, cheats, and a handy little shortcut to get the most badass chopper in the game!

Face Off

Tired of playing as Tommy Vercetti? Try these skins on for size. Input the codes during gameplay to take on a whole new look.

① **RICARDO DIAZ**
L1, L2, R1, R2, Down, L1, R2, L2
② **LANCE VANCE**
O, L2, Left, X, R1, L1, X, L1
③ **CANDY SUXXX**
O, R2, Down, R1, Left, Right, R1, L1, X, L2
④ **KEN ROSENBERG**
Right, L1, Up, L2, L1, Right, R1, L1, X, R1
⑤ **HILARY KING**
R1, O, R2, L1, Right, R1, L1, X, R2
⑥ **LOVE FIST GUY #1**
Down, L1, Down, L2, Left, X, R1, L1, X, X
⑦ **LOVE FIST GUY #2**
R1, L2, R2, L1, Right, R2, Left, X, Square, L1
⑧ **PHIL CASSADY**
Right, R1, Up, R2, L1, Right, R1, L1, Right, O
⑨ **SONNY FORELLI**
O, L1, O, L2, Left, X, R1, L1, X, X
⑩ **MERCEDES CORTEZ**
R2, L1, Up, L1, Right, R1, Right, Up, O, Triangle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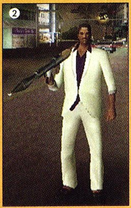
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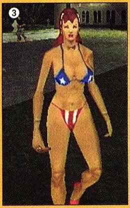
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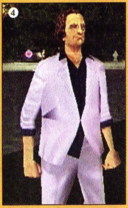
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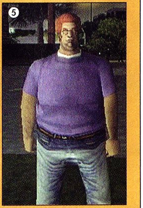
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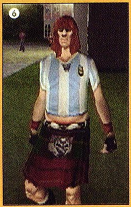
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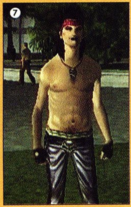
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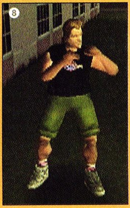
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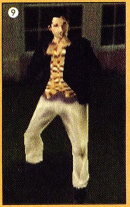
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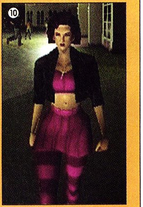
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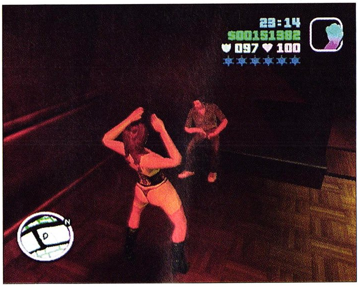
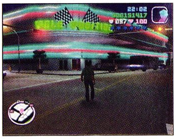




THE POLE POSITION
Can't figure out how to earn cash from the Pole Position? We did.

- Blow 30 large after beating Shakedown
- Go into the Pole Position and find the back room (a girl is dancing).
- Spend $600 on her rump-shaking ways.
- The club will now generate $4,000 in revenue.

SAVE FOR DOLLARS
Every time you save a game, six hours are added to the game's clock. Use this to your advantage—like, if you want your businesses to thrive and you don't feel like waiting. It's like cryogenically freezing yourself, but not.

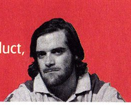
WHERE AM I?
Wondering what part of town you're in? Press Start, then Start again, and look at the lower right-hand corner of the screen. Super convenient when you're trying to find a car in Little Havana, or a friend in the Downtown area.

SCREAMING MIMI
Ever notice that someone keeps screaming even after you've stolen a car? That's because the passenger never got out. To shut their pie hole, get out and then get back in.

BROWN THUNDER
Want to make your Vigilante missions easier? You can collect all 100 packages, but there's an easier way! Get into a police outfit, then go to the army base. You'll find a chopper there. Makes life a lot easier, don't it?

Using the cheats, which character will you play as, besides Vercetti? Write us at opm@ziffdavis.com and title the e-mail *Replay: GTA: New Identity.*

Backtalk: "If you don't like it, don't play it. I think if someone 18 and over makes the decision to buy this product, you hope they come through with enough awareness of the world to know they shouldn't emulate it in real life."
–Sam Houser of Rockstar Games, defending the violence in the *GTA* Series to the BBC News.

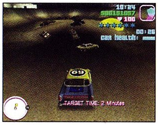


Ring Sting

If you frequent the stadium, you've learned that between 20:00 and 23:59 on the game clock, there's an open door for you to enter. Within, you'll find three events that will rock your face's ass. They alternate, so if you go for three straight days, you should get all three events. There are posters up to show which event will go down that day.
The trick: Buy a building close to the stadium, then save your game to increase the clock by eight hours each time. That way, you can go back to the stadium within minutes of leaving and there will be a whole new event to try.

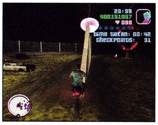
BLOODRING!

This is an old-fashioned demolition derby with a new-school twist. You're presented with a target time—the first is one minute. Every time you hit a pink target, your time will increase, so try to get your time over one minute in order to accomplish the task. Beware, though—everyone is gunning for you. One trick? Use an Uzi to blast any fools trying to crush you.



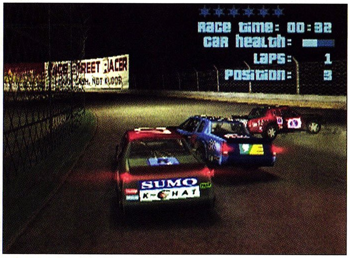
DIRT RING!

You'll have to score 32 checkpoints. There's no time limit, but if you beat it in less than five minutes, you'll be paid $50,000. If you do it in 10 minutes or less, you'll get $10,000, and you'll get $5,000 if you just finish. Easy? Not quite. The toughest spots can only be mastered by doing a perfectly timed wheelie—even if that means you have to do a wheelie off a ramp. This is, by far, the hardest of the events.



HOT RING!

Speeding around a racetrack at breakneck speed might be the game's most exhilarating feature. Cars will try to turn into you, break you down, and generally make your life miserable. But there are ways to win:
1) Pit stop. That glowing pink spot will refill your car's health meter. The longer you're on it, the healthier your car will get. If you're in trouble, try filling it half way. Otherwise, too many cars will overtake you and you won't be able to recover.
2) Start slow. At the opening of the race, everyone will try to crash and crush. Avoid all that by waiting three seconds before hitting the gas.
3) Use your brake. When you see smoke, fire, and brimstone up ahead, slow down. No need to be part of that mess.
4) Hop out. If you're going to lose the race, hop out of your car quickly enough and you can hurry back into the stadium for another shot. That is, if it's before 23:59.
5) Be patient. Paced and steady wins this race, especially considering all the accidents.



GAME	PUBLISHER	SCORE	ISSUE
③ **Kingdom Hearts**	**Square EA**	★★★★½	**61**

Find all 99 dalmatian pups

DALMATIAN	LOCATION
1, 2, 3	Traverse Town, island across from Mystical House
4, 5, 6	Traverse Town, Alleyway
7, 8, 9	Traverse Town, Item Workshop
10, 11, 12	Traverse Town, Secret Waterway
13, 14, 15	Wonderland, Queen's Castle
16, 17, 18	Wonderland, Lotus Forest
19, 20, 21	Wonderland, Tea Party Garden
22, 23, 24	Coliseum, Gates (near statue on the right)
25, 26, 27	Deep Jungle, Hippos' Lagoon
28, 29, 30	Deep Jungle, Vines 2
31, 32, 33	Deep Jungle, Climbing Trees
34, 35, 36	Deep Jungle, Camp
37, 38, 39	Agrabah, Aladdin's House
40, 41, 42	Halloween Town, Bridge
43, 44, 45	Neverland, Clock Tower
46, 47, 48	Agrabah, Palace Gates
49, 50, 51	Agrabah, Cave of Wonders, Entrance
52, 53, 54	Agrabah, Treasure Room
55, 56, 57	Monstro, Chamber 3
58, 59, 60	Wonderland, Queen's Castle
61, 62, 63	Hollow Bastion, Grand Hall (second time there)
64, 65, 66	Halloween Town, Cemetery (after defeating Oogie Boogie)
67, 68, 69	Halloween Town, Guillotine Square (below Jack's house)
70, 71, 72	Halloween Town, Guillotine Square (gray pumpkin)
73, 74, 75	Monstro, Mouth (after water recedes)
76, 77, 78	Monstro, Chamber 3
79, 80, 81	Monstro, Chamber 5
82, 83, 84	Neverland, Ship's Hold (fly to the beam, but only after defeating Captain Hook)
85, 86, 87	Neverland, Ship's Hold (trigger yellow Trinity)
88, 89, 90	Neverland, Captain's Cabin
91, 92, 93	Hollow Bastion, Rising Falls
94, 95, 96	Hollow Bastion, Castle Gates (grab floating chest using Gravity)
97, 98, 99	Hollow Bastion, High Tower (grab floating chest using Gravity)

GAME	PUBLISHER	SCORE	ISSUE
Klonoa 2: Lunatea's Veil	EA Games	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
⑦ **The Lord of the Rings: The Two Towers**	**EA Games**	★★★★½	**63**

MOVE (LEVEL)	EFFECT	COMBO
Rush/Charge Attack (2, 4)	Charge Unshielded Foes	X, O
Swift Terror (2)	Take Out Unshielded Foes	X, X, T
War Rush (2)	Wound, Knock Down, and Finish Off Powerful Enemies	X, O, R2
Fury/Rage/Wrath (2, 6, 8)	Devastating Attack	hold T
Bane (4, 6, 8)	Instantly Kill Attacking Goblin (4)/Orc (6)/Uruk-Hai (8)	S, X, R2
Rising Attack (2 or 4)	Attack as You Regain Your Feet	X
Death Charge (4)	Wound, Knock Down, and Strike Enemy	X, C, O
Gambit (4)	Strike Unshielded Foe, Dispatch Him, and Strike Another	X, T, X, X
Deliverance (6)	Dispatch Shielded Foes Rapidly	T, X, X, T
Judgment (8)	Smash Shield, Knock Down Foe, and Strike Him	T, T, O, T

GAME	PUBLISHER	SCORE	ISSUE
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
④ **Madden NFL 2003**	**EA Sports**	★★★★★	**60**

CHEAT TO MAKE IT BIG Look, we know the minicamps can be gruesome, especially if you're aiming to unlock the likes of Barry Sanders, John Elway, and Deion Sanders.

- Turn off Auto-save.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players that do the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defensive players' ratings (Dat Nguyen and Roy Williams).
- Load Cheat rosters and serve.

GAME	PUBLISHER	SCORE	ISSUE
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts To Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**58**
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB Slugfest 20-03	Midway	★★★★	59
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
Moto GP	Namco	★★★★	39
Moto GP2	Namco	★★★★½	53
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
Myst III: Exile	Ubi Soft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
NBA 2K2	**Sega Sports**	★★★★★	**53**
⑩ **NBA 2K3**	**Sega Sports**	★★★★★	**63**

This is our favorite hoops game of the year, so we're excited to deliver these codes for your basketball pleasure.

THREE NEW TEAMS

- Go to Options and select Game Options.
- Press and hold Left on the D-pad and Right on the left analog stick, then press start.
- Exit this menu and you'll see codes at the bottom. Enter the Codes screen.
- Enter MEGASTARS in all caps to unlock three secret teams.

GARBAGE At the Codes screen, enter SPRINGER in all caps. Now there will be trash blowing around the courts during Street mode.

GAME	PUBLISHER	SCORE	ISSUE
NBA Hoopz	Midway	★★★	44
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
② **NBA Live 2003**	**EA Sports**	★★★★	**63**

There are plenty of unlockable rappers in *Live* (we put a sidebar on page 129 for that). Try these tips once you unlock those stallions.

TAKIN' CHARGE! When your opponent is backing you down, press Taking Charge to get the CPU to foul you.

SLOW IT DOWN Change the game type to Arcade and select the desired rules for the game. It's slower and easier to control. Makes you wonder if this is actually a mislabeled Sim mode.

GAME	PUBLISHER	SCORE	ISSUE
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41

www.thesims.com
Everything you could ever possibly want to know about the game.

THE SIMS

Cruise through the first level without messing your shorts

Sims rookies may be at a loss after kicking off the game by hopping into the hot tub. We asked the makers of The Sims *to hold our hand through the first level. This should keep Mom off your back.*

Mom's House

Borrow 800 simoleons from Mom so you can move out

- You can borrow money directly from Mom or sell some of her furniture. Sometimes you will receive phone calls that allow you to win money, so always answer the phone.
- Mom must be in a good mood to lend money. Check her Mood bar. If it has at least one green bar, she will probably loan you some cash.

Get a job

Don't sweat this one. It's possible only after all other goals have been accomplished.

Make dinner without starting a fire

Study cooking and get at least one skill point before attempting to make dinner.

Fix the TV

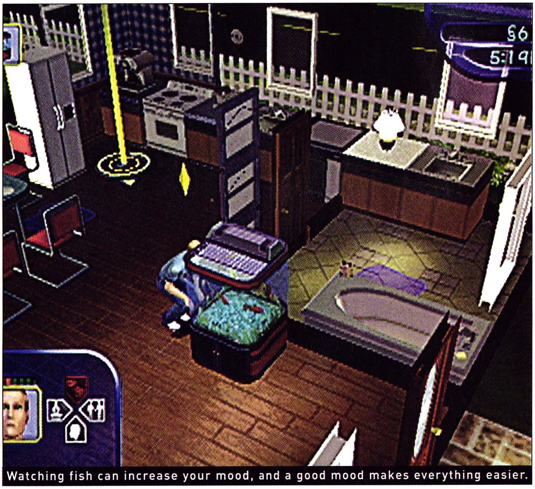
Mom will break the TV, and she *needs* her boob tube (don't want to miss any *Magnum P.I.* reruns!). Go over to the bookshelf and study up on Mechanical skills. Once you get at least one skill point, you can try to repair the TV. If you get shocked, go back to the bookshelf and earn yourself another Mechanical skill point. After that, you should escape electrocution.

Get the bills from the mailbox and pay them with the money Mom gave you. (only after bills arrive)

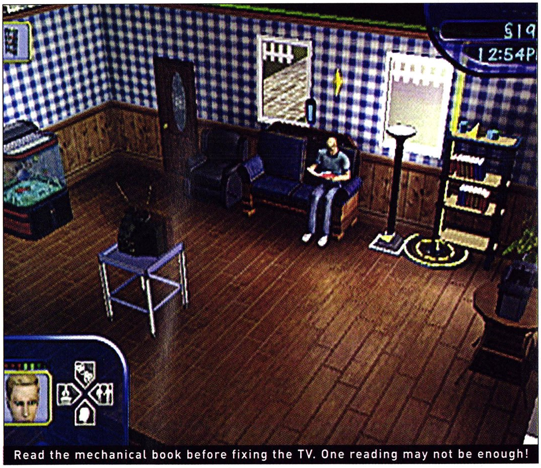
This goal will appear only if you've been shacking up in Mom's house for three or more days. Mom will give you enough money to pay the bills. Later on, once you're in your own place, you'll have to pay your own bills, freeloader.

Maintain house value

This is an unwritten goal. Mom's house is worth $23,660. As long as the house maintains this value, Mom will let you leave with all the money you borrowed. If you sell some of Mom's furniture before moving out, she will deduct that amount from your budget when you move out, sometimes taking all of your money.



Watching fish can increase your mood, and a good mood makes everything easier.



Read the mechanical book before fixing the TV. One reading may not be enough!

Dealing With The Parental Unit

- Right after you start, make your Sim study Mechanical skills and Cooking at the bookcase.
- Confused about what to do in Mom's house? Just wait. Mom will eventually nag you about your needs and the house goals.
- Mom is in a good mood when the house starts, so take advantage and borrow simoleons from her right away.
- Mom is pretty good about keeping her own Mood high. If she is in a bad mood, just wait a while.
- After you cook your first meal successfully, Mom will be able to cook, too. Make her cook dinner to free up time for your Sim.
- You can skip the entire simoleon-borrowing process by selling something of Mom's to get your budget up to §800. But Mom will take back the money you owe her.
- Since you don't have to work until you move into the second house, socialize with Mom (you can use her as a friend when you need job promotions in later levels).
- Since you can stay in Mom's house for a long time, buy skill objects and get all your skills up high before going into later levels. Later on, you'll be pressed for time due to carpools and parties.
- Mom has an antique grandfather clock worth a lot of money. You can sell it and buy other objects that you may find more useful.
- If you are greedy, put Mom to work building gnomes with the KraftKing woodworking table. When you leave, you can pocket any money you make from this home crafts project!

Unlocks

AROMA MACHINE - First time you cook a successful dinner
VANITY MIRROR - Fix the TV
TREADMILL - First time you get a job
THE MUSEUM (CON ARTIST)
TWO-PLAYER GAME - Borrow 800 simoleons from Mom
BEEJAPHONE ELECTRIC GUITAR - Get through the house in 24 hours or less

Are you a console *Sim* convert? Or do you think it's for PC nutjobs only? Write us at opm@ziffdavis.com and title the e-mail *Replay: Simlicious.*

STEPPING OUT OF THESE PAGES AND INTO YOUR HOMES!

Join Shoe and the rest of the Game Group editors as they invade your screen with the latest game news and releases that will jumpstart your weekend!

Tune in every Thursday 7:45 pm ET/ 4:45 pm PT
to HOT**WIRED**'s Big Video Game Hunting hosted by Renay San Miguel
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www.crushem.com
Rankings for pretty much all online sports games.

NHL 2K3

9 tips from the makers of 2K3!

It's the best hockey game for PS2, hands down. Here are nine tips that'll keep you on track to win Lord Stanley's cherished Cup. Remember—defense first!

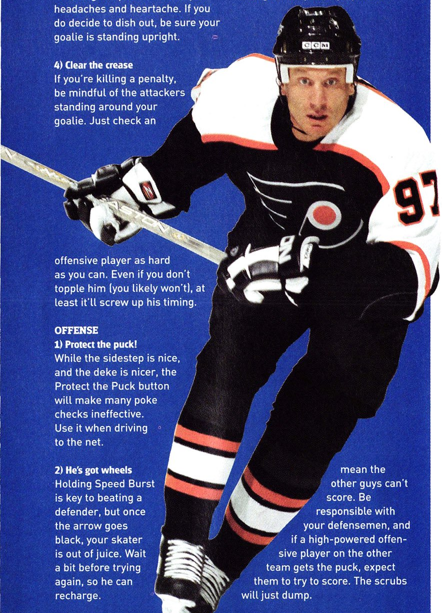
DEFENSE FIRST

1) Don't be a slow poke on defense.
The poke check will save your life. Square off with the oncoming skater and poke at him with your stick. If he's doing a deke, wait until he's done, then poke. If he gets by, hook, but not for too long. Otherwise, you'll get a penalty.

2) Take a dive
If the poke check fails and the hook doesn't work, try diving. You'll gobble up lots of real estate, and a well-timed dive can be the perfect poke check.

3) Cover the puck, keeper!
Covering the puck will save you headaches and heartache. If you do decide to dish out, be sure your goalie is standing upright.

4) Clear the crease
If you're killing a penalty, be mindful of the attackers standing around your goalie. Just check an offensive player as hard as you can. Even if you don't topple him (you likely won't), at least it'll screw up his timing.



OFFENSE

1) Protect the puck!
While the sidestep is nice, and the deke is nicer, the Protect the Puck button will make many poke checks ineffective. Use it when driving to the net.

2) He's got wheels
Holding Speed Burst is key to beating a defender, but once the arrow goes black, your skater is out of juice. Wait a bit before trying again, so he can recharge.

3) Tri-Cycle
Cycling the puck in *2K3* is an absolute must. To "cycle," you basically keep passing the puck along the boards, indirectly getting it to a teammate. Once that teammate has it and the defense closes, pass along the boards the opposite way and a teammate will hurry to the puck. It'll break down the defense (and tire them out), and you can shovel the puck in front for a one-timer. It's tough to commit to cycling, but over the course of a game, it works.

4) Creativity counts
Be creative when you're rushing in on a breakaway. The same move, over and over, will tip off the goalie and he'll stonewall you often. Mix it up for success.

5) Responsible power
Being on the power play doesn't mean the other guys can't score. Be responsible with your defensemen, and if a high-powered offensive player on the other team gets the puck, expect them to try to score. The scrubs will just dump.

GAME	PUBLISHER	SCORE	ISSUE
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	**EA Sports**	★★★★★	**60**
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
⑧ **Need for Speed: Hot Pursuit 2**	**EA Games**	★★★★★	**62**

Here's the first taste of unlockable cars. We'll have even more next month. Go to the Main menu to unlock these.

BMW Z8	Square, Right, Square, Right, R2, Triangle, R2, Triangle
HSV Coupe GTS	L1, L2, L1, L2, R1, Triangle, R1, Triangle
Lamborghini Diablo 6.0 VT	Right, R2, Right, R2, R1, L1, R1, L1
McLaren F1 LM	Square, L1, Square, L1, Triangle, Right, Triangle, Right
Porsche Carrera GT	Left, Right, Left, Right, R1, R2, R1, R2
Ford TS50	Right, Left, Right, Left, R2, Square, R2, Square
Aston Martin V12 Vanquish	R2, Right, R2, Right, Triangle, Left, Triangle

GAME	PUBLISHER	SCORE	ISSUE
NFL 2K2	**Sega Sports**	★★★½	**52**
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
HL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Rayman 2 Revolution	**Ubi Soft**	★★★★★	**41**
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reign of Fire	Bam!	★★★½	63
Resident Evil–Code: Veronica X	**Capcom**	★★★★½	**48**
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam!	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam!	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
SOCOM: U.S. Navy SEALs	**Sony CEA**	★★★★★	**60**
Soldier of Fortune	Majesco	★★★	52
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Spy Hunter	**Midway**	★★★★½	**50**
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports BIG**	★★★★★	**38**
SSX Tricky	**EA Sports BIG**	★★★★★	**52**
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Episode I–Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
Star Wars Bounty Hunter	Activision	★★★★½	64
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60

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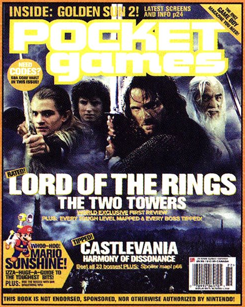
The final word on Metal Gear Solid 2: Substance, plus new info on MGS 3 in our exclusive interview with creator Hideo Kojima.
Hack the Planet
Soul Calibur II
Halo 2


INSIDE: GOLDEN SUN 2! LATEST SCREENS AND INFO p24
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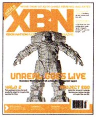
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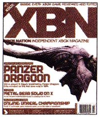
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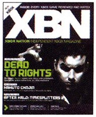
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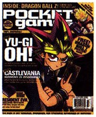
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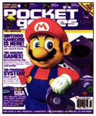
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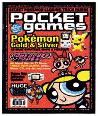
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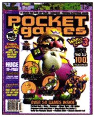
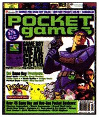

○ Pocket Games
Fall 2000
$12.00


○ Pocket Games
Summer 2000
$12.00

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18 mil. copies of *The Sims* franchise (including all expansion packs) have sold since its debut in Feb. 2000.

CONTRA WAR TACTICS

You're going to want to use these

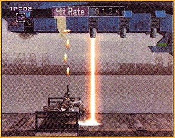
*Let's face it—*Contra: Shattered Soldier *is hands-down one of the most difficult games for PS2. Its call for absolute precision and breakneck reflexes will test the abilities of any gamer. With that in mind, we've come up with a few general tips to help you get the most out of the game.*

THE CONTRA CODE

First off, the *Contra* code is back! Here's one sure way to make your life a lot easier. At the Title screen, press the following on Controller 2: Up, Up, Down, Down, L1, R1, L2, R2, L3, R3. (L3 and R3 are the analog buttons—push them in). If you correctly pull off this sequence, you'll hear the "Extra Life" chime and you'll be rewarded with 30 men in the game's Normal mode.

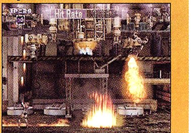
RANKINGS

The only way to *really* beat *Shattered Soldier* is to focus on your ranking, as doing so will unlock new levels and endings. The only way to see Level 6 is to complete the entire game on Normal mode with at least a "B" ranking or better. And to see Level 7, you're going to need an "A" ranking or better. Here are some general tips on how to get a higher ranking.



1) Destroy everything. Take out everything possible within a level. Every enemy, every boss—everything. It's a good practice to not let anything fly offscreen without killing it, which is easier said than done. The transforming submarine/airship is a prime example. To take it out, shoot out every gun attached to it (we recommend using the Energy Blast). Another example is the flying mech, later in that same level: You're going to want to use Homing Missiles when it shoots its laser, or nail it with a well-timed Energy Blast.

2) Attack properly. All bosses have weak spots. However, to attain the best ranking, take out all of the bosses' secondary targets first.



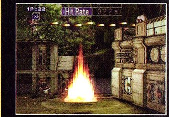
3) Don't die. Seriously—losing lives and using continues subtracts from your Hit Rate at the end of a stage (2 points for losing a life, 10 points for when you continue at the midpoint of a level). However, if you do end up needing to continue, a good strategy is to simply restart a level when the game asks you if you want to start from the "beginning" or "half-way point." Doing so will wipe clean your lost lives, plus you won't be penalized for using the continue.

HANG IN THERE

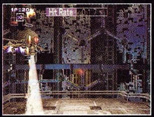
Always consider what weapons work best in specific situations. For example, the flame thrower can actually block certain enemy bullets. The Energy Blast is always a good choice to take things out quickly. And, play as much as you can—after a few hours, the game will reward you with more lives, permanently.

MAKE SURE TO FIND THE SWEET SPOTS

In *Contra*, it's all about finding those spots where you won't get hit.



Get up on the top platform first and you won't get hit. From there, make your way down to take out the fort.



Position yourself under this boss so you can shoot both its missiles *and* its weak point, without getting hit.

GAME	PUBLISHER	SCORE	ISSUE
⑨ **Tekken 4**	**Namco**	★★★◐	**61**

We're lovers, not fighters. If you're the latter, make use of these.

PRACTICE MODE MOVE PERCENTAGE Enter Practice mode and select a character. Press Start and choose Command List. Now, press and hold any of the shoulder buttons (R1, R2, L1, L2) and you'll see the percentage of how many times you have performed a particular move in Practice mode.

UNLOCK DOJO STAGE Clear Tekken Force mode to unlock Dojo stage.

Tekken Tag Tournament	**Namco**	★★★★◐	**39**
The Terminator: Dawn of Fate	Atari	★★◐	63
Test Drive	Infogrames	★★★◐	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★◐	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★◐	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer Zero	Crave	★★◐	45
Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
⑥ **Tony Hawk's Pro Skater 4**	**Activision**	★★★★★	**63**

We're still working around the clock searching for more codes. Until then, these will hold you. Input them on the Cheats screen.

Always special: doasuper

Perfect Rail Balance: ssbsts

Perfect Manual: mullenpower

Top Angler	Xicat	★★★◐	57
Top Gear Dare Devil	Kemco	★★★◐	41
Top Gun: Combat Zones	Titus	★★★	50
Transworld Surf	Infogrames	★★★◐	57
Tribes: Aerial Assault	Sierra	★★★◐	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsuganai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★◐	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★◐	58
Unison	Tecmo	★★★◐	44
Unreal Tournament	Infogrames	★★◐	40
V-Rally 3	Infogrames	★★★★◐	64
Vampire Night	Empire	★★◐	52
Victorious Boxers	Empire	★★★◐	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
War Jetz	3DO	★★◐	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★◐	44
Wave Rally	Eidos	★◐	53
Way of the Samurai	Bam!	★★★◐	59
Whirl Tour	Vivendi Universal	★★	63
Wild Arms 3	Sony CEA	★★★◐	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam!	★★★★◐	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Tour Soccer 2002	Sony CEA	★★★★	53
WRC: World Rally Championship	**Bam!**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57
WWE SmackDown! Shut Your Mouth	THQ	★★◐	64
WWF SmackDown! Just Bring It	**THQ**	★★★◐	**52**
X-Men: Next Dimension	Activision	★★★★◐	64
X Squad	EA Games	★★★◐	38
Yanya Caballista: City Skater	Koei	★★★◐	49
Zapper	Infogrames	★★◐	64
Z.O.E: Zone of the Enders	Konami	★★★★◐	44

PS1 TRICKS AND REVIEW ARCHIVE

GAME	PUBLISHER	SCORE	ISSUE
007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★◐	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	◐	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Slammin' D-ball	Agetec	★★◐	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★◐	4
Alundra 2	Activision	★★★	32
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★◐	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★◐	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★◐	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★◐	3
Armored Core: Master of Arena	Agetec	★★◐	31
Armorines: Project S.W.A.R.M.	Acclaim	◐	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★◐	39
Army Men: Green Rogue	3DO	★◐	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★◐	40
Army Men: World War	3DO	★◐	34
Army Men: World War - Final Front	3DO	★◐	45
Army Men: World War - Land, Sea, Air	3DO	★◐	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★◐	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★◐	15
Ball Breakers	Take 2	★★★◐	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★◐	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	◐	39
Batman: Gotham City Racer	Ubi Soft	★◐	46
Battle Hunter	Agetec	★◐	48
Battletanx: Global Assault	3DO	★◐	31
Beast Wars	Hasbro	★◐	5
Big Air	Accolade	★◐	20
Big Bass Fishing	Take 2	◐	58
Big Ol' Bass 2	Konami	★★◐	45
Billiards	Agetec	★★◐	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★◐	41
Blast Lacrosse	Acclaim	★★◐	48
Blast Radius	Psygnosis	★★★◐	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★◐	8

1986 The year that the original *Rygar* was released in arcades. It hit NES in '87.

YOU NEED THE GRAPPLING TO CONTINUE PAST "LAPIS"

"You need the grappling"

The original Rygar was filled with amusing misuses of the English language. Check zanyvg.overclocked.org for more!

GAME	PUBLISHER	SCORE	ISSUE
Bloody Roar	Sony CEA	●●●◐	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◐	19
Bomberman Party Edition	Vatical	●●◐	38
Bomberman World	Atlus	●●◐	13
The Bombing Islands	Kemco	●●◐	47
Boombots	SouthPeak	●●◐	27
Bottom of the 9th '97	Konami	●●●◐	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◐	9
Breath of Fire IV	Capcom	●●●◐	40
Brigandine	Atlus	●●●◐	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◐	27
Brunswick Circuit Pro Bowling	THQ	●●●◐	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◐	23
Builder's Block	Jaleco	●●●◐	35
Burstrick Wake Boarding!!	Natsume	●◐	45
Bushido Blade 2	Square EA	●●●◐	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◐	39
C: The Contra Adventure	Konami	●◐	12
c-12: Final Resistance	Sony CEA	●●◐	58
Caesar's Palace 2000	Interplay	◐	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◐	60
Card Games	Agetec	●◐	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◐	3
Casper: Friends Around the World	Sound Source	●◐	41
Castlevania Chronicles	Konami	●●●◐	50
Castlevania: Symphony of the Night	**Konami**	●●●●●	**2**
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	●●●	41
Championship Motocross Feat. Ricky Carmichael	THQ	●●●◐	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◐	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◐	29
Chrono Cross	**Square EA**	●●●●●	**36**
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◐	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◐	28
Colin McRae 2.0	**Codemasters**	●●●●●	**40**
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	**Psygnosis**	●●●●●	**4**
Colony Wars: Red Sun	Psygnosis	●●●●◐	31
Colony Wars: Vengeance	Psygnosis	●●●◐	14
Command & Conquer: Red Alert	Virgin	●●●◐	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	**Sony CEA**	●●●●	**3**
Cool Boarders 3	**989 Studios**	●●●	**14**
Cool Boarders 4	**989 Studios**	●●●	**27**
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◐	32
Covert Ops: Nuclear Dawn	Activision	●●◐	34
Crash Bandicoot 2	**Sony CEA**	●●●●	**3**
Crash Bandicoot: WARPED	**Sony CEA**	●●●●●	**15**
Crash Bash	SCEA/Universal	●●◐	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	**Fox Interactive**	●●●●	**1**
Croc 2	Fox Interactive	●●◐	22
Crossroad Crisis	Magetec	●◐	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	**Sony CEA**	●●●●●	**26**
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◐	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◐	43
Dave Mirra Freestyle BMX	Acclaim	●●●◐	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◐	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◐	17
Dead or Alive	Tecmo	●●●●◐	8
Deathtrap Dungeon	Eidos	●●◐	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◐	13
Dexter's Laboratory: Mandark's Lab?	Bam!	●●●◐	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◐	55
Digimon World	Bandai	●◐	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◐	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◐	38
Disney's Dinosaur	Ubi Soft	●◐	36
Disney's Treasure Planet	Sony CEA	●●◐	64
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◐	27
Dracula: The Last Sanctuary	DreamCatcher	●●◐	56
Dracula: The Resurrection	DreamCatcher	●●◐	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◐	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◐	51
Dragonseeds	Jaleco	●●	15
Driver	**GT Interactive**	●●●●	**24**
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◐	41
Duke Nukem: Land of the Babes	Infogrames	●●◐	40
Duke Nukem: Time to Kill	**GT Interactive**	●●●◐	**14**
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	**SouthPeak**	●◐	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◐	27
EA Sports Supercross	EA Sports	●●●◐	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◐	30
Ehrgeiz	Square EA	●●●◐	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◐	20
The Emperor's New Groove	SCEA	●●●◐	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◐	54
Eternal Eyes	Crave	●◐	38
Evil Dead: Hail to the King	THQ	●●◐	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◐	34
F1 2000	EA Sports	●●●◐	33
F1 Championship Season	EA Sports	●●●◐	40
F1 Racing Championship	Ubi Soft	●●◐	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◐	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◐	30
Fear Effect	Eidos	●●●●◐	31
Fear Effect 2: Retro Helix	Eidos	●●●●◐	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◐	4
FIFA 99	EA Sports	●●●●◐	17
FIFA 2000	EA Sports	●●●●◐	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◐	39
FIFA Soccer 2003	EA Sports	●●●◐	63
The Fifth Element	Activision	◐	15
Fighter Maker	Agetec	●●●◐	21
Fighting Force	**Eidos**	●●●	**3**
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◐	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	**Sony CEA**	●●●●	**5**
Final Fantasy VII	**Sony CEA**	●●●●●	**1**
Final Fantasy VIII	**Square EA**	●●●●●	**25**
Final Fantasy IX	**Square EA**	●●●●●	**39**
Fisherman's Bait	Konami	●●●◐	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◐	44
Formula 1 '98	**Psygnosis**	●●●●	**15**
Formula 1 '99	Psygnosis	●●●◐	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◐	11
Freestyle Boardin' '99	Capcom	●●◐	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◐	40
Frogger	**Hasbro**	●●◐	**4**
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◐	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◐	3
G-Police 2	Psygnosis	●●●●	25
G-Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◐	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◐	28
Gauntlet Legends	Midway	●●◐	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◐	20
Gex: Enter the Gecko	Midway	●●●◐	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	**Sony CEA**	●●●●●	**9**
❻ **Gran Turismo 2**	**Sony CEA**	●●●●●	**29**

Grease monkeys unite! Roll with this code, won't you?

MO' SPORTS LAND TRACK Obtain all of the licenses, including the Super License, and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

GAME	PUBLISHER	SCORE	ISSUE
Grand Theft Auto	**Take 2**	●●◐	**10**
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◐	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◐	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◐	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
❹ **Gundam Battle Assault 2**	**Bandai**	●●●●	**62**

In case the headmaster at Nerd University isn't doling out codes at a proper rate, try unlocking these suits without permission.

MASTER GUNDAM To unlock it in Street mode, beat Street mode on

REPLAY FORUM

KINGDOM HEARTS: THREE QUERIES

1) I beat the Deep Jungle, but when I go into the Bizarre Room in Alice's world, I thought I was going to fight Trickmaster, and when I go in, nothing happens.

2) How long do I have to wait for the tournaments to start at the Olympus coliseum?

3) When do I get to go on to levels other than Alice's, Tarzan's, and Hercules', and to Traverse Town?

Eric Bratt

Assuming that you've already presented your evidence to the Queen of Hearts and fought off the Card Knights, your next step is to enter the Bizarre Room via the door in the Tea Party Room (which is in the forest, of course). Next, hop onto the table and light the lamps. Now, find the Cheshire Cat and chat with him. That should trigger the Trickmaster battle.

As for your other questions, be patient! Get past Trickmaster and more worlds will start opening up. Same goes for the tournaments, which continue to become available as you play through the game.

GTA: VICE CITY: BIKE THIEF

I've heard that you can drop-kick guys off their motorcycles in *Vice City*, but all I do is elbow them off! What gives? I want to be a bike-hopping superstar!

Wayne Hillson

Go to the front of a stopped bike and press Triangle. Easy.

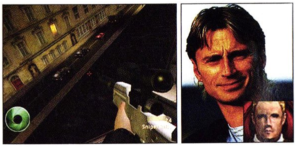
Pussy Galore = Best name ever.
Xenia Onatopp = Second best name ever.

The [original] Bond Martini
3 measures Gordon's (gin)
1 measure vodka
1/2 measure Kina Lillet (dry vermouth)
Shake very well until ice-cold, then add a large, thin slice of lemon peel.

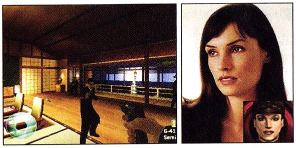
JAMES BOND 007: NIGHTFIRE

Get the goods on golds and platinums

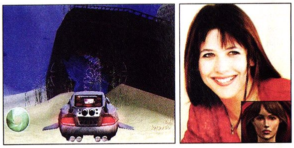
One of the great things about *NightFire* is the huge assortment of unlockable treats. But how do you get all those extras? Well, 24 of them are accessed by getting either a Gold or a Platinum medal on each of the game's 12 levels. (To earn one of these medals, finish a level quickly and with a high accuracy rating.) Here's what you get with each medal:



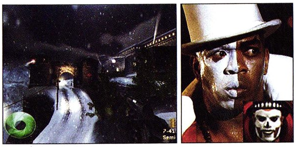
PARIS PRELUDE
Platinum: Play as Renard in Multiplayer mode. Victor "Renard" Zokas, one of the villains in *The World Is Not Enough*, was played by Robert Carlyle, best known for his leading role in *The Full Monty*. **Gold:** Racing Missile upgrade.



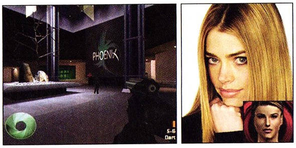
DOUBLE CROSS
Platinum: Play as Xenia Onatopp in Multiplayer mode. Before she was Jean Grey in *X-Men*, Famke Janssen was the...er...strong-legged Xenia Onatopp in *GoldenEye*. She still complains about being known as a Bond girl. **Gold:** Rifle upgrade.



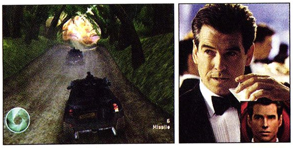
DEEP DESCENT
Platinum: Play as Elektra King in Multiplayer mode. In *The World Is Not Enough*, Sophie Marceau played the villainous Elektra King, far exceeding her role opposite David Spade in *Lost and Found*. Which isn't hard to do. **Gold:** Decryptor upgrade.



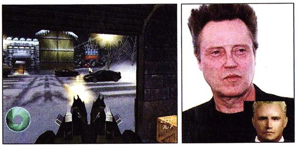
THE EXCHANGE
Platinum: Play as Baron Samedi in Multiplayer mode. Samedi was an odd character in *Live and Let Die*, played by Geoffrey Holder, who is perhaps best known as the voice of Ray the Sun in *Bear in the Big Blue House*. **Gold:** Pistol upgrade.



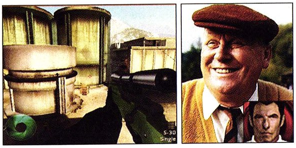
NIGHT SHIFT
Platinum: Play as Christmas Jones in Multiplayer mode. The sultry Denise Richards (*Starship Troopers*) played nuclear physicist Christmas Jones in *The World Is Not Enough*. **Gold:** Pistol upgrade.



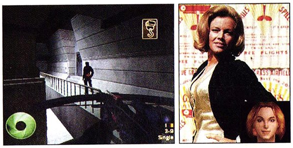
ISLAND INFILTRATION
Platinum: Play as James Bond in a tuxedo in Multiplayer mode. Which is, really, only slightly less lame than the "Drake-in-a-suit" thing. Have you seen Pierce Brosnan's other films? *The Thomas Crown Affair* was surprisingly good. You should see it. **Gold:** Stunner upgrade.



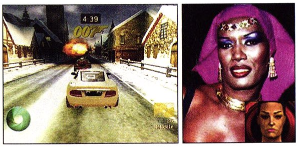
ALPINE AMBUSH
Platinum: Play as Zorin in Multiplayer mode. The evil Maximillian "Max" Zorin, played by the incomparable Christopher Walken, made things difficult for Bond in *A View to a Kill*. **Gold:** Grapple upgrade.



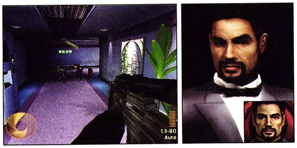
CHAIN REACTION
Platinum: Play as Goldfinger in Multiplayer mode. Beyond the role of Auric Goldfinger in *Goldfinger*, Gert Fröbe probably hasn't been in anything you've seen except *Chitty Chitty Bang Bang*. **Gold:** Dart gun upgrade.



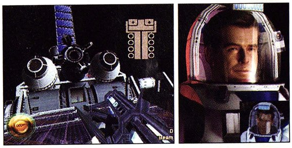
COUNTDOWN
Platinum: Play as Pussy Galore in Multiplayer mode. *Goldfinger* featured a very young Honor Blackman as Pussy Galore. Blackman went on to get much older and was most recently seen in *Bridget Jones's Diary*. **Gold:** Laser upgrade.



ENEMIES VANQUISHED
Platinum: Play as May Day in Multiplayer mode. Model-actress-singer-performance artist Grace Jones, as *A View to a Kill*'s May Day, was definitely one of the more unusual Bond girls. **Gold:** Micro camera scope upgrade.



PHOENIX FIRE
Platinum: Play as Drake in a suit in Multiplayer mode. Whee! Couldn't they come up with any more real villains? Did they really have to resort to a lame alternate costume here? Oh well. **Gold:** Pistol upgrade.

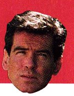


EQUINOX
Platinum: Play as Bond in his space suit in Multiplayer mode. OK, this one is totally worth it because he looks so damn goofy running around in a space suit. Too bad we haven't found a cheat to turn off gravity yet. **Gold:** Rifle upgrade.

You're secretly in love with Grace Jones, aren't you? Don't lie. You can't take your eyes off of her!

www.artofjamesbond.com:
Are you a fan of funky Bond art?
Now you can enjoy all of it in one place.

OVERHEARD: "The producers have told me the role is mine for as long as I like. I think I could do at least one more, but I also know there comes a time to bow out gracefully." –Pierce Brosnan, on being Bond



GAME	PUBLISHER	SCORE	ISSUE
Hard with Burning Gundam and Gundam Maxter. To unlock it in Versus, Time Attack, and Survival modes, beat Street mode with the Master Gundam.			
Gunfighter: The Legend of Jesse James	Ubi Soft	★★½	52
HardBall '99	Accolade	★½	15
⑩ **Harry Potter and the Sorcerer's Stone**	**EA Games**	★★★	**53**
When new movies are released, old games are bought. This proves it. **ALTERNATE ENDING** After beating the game, credits will run for about 10 minutes. Then it will tell you who has won the Hogwarts House Cup. If you've collected all 17 Famous Witches and Wizards cards, you'll score an alternate ending.			
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubi Soft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time:Return to Great Valley	Sound Source	★★½	39
Largo Winch .// Commando Sar	Ubi Soft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	**25**
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35

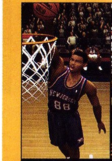
GAME	PUBLISHER	SCORE	ISSUE
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	**2**
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	**2**
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	★★★★½	49
❽ **Madden NFL 2003**	**EA Sports**	★★★★	**62**
You paid $40 for a PS1 game. Think about that for a while. **CHEAP PLAYERS, MAD SKILLS** Want a Randy Moss clone for cheap? Go to Create Player and make a quarterback. Give the player very low passing abilities and high catching and ball-handling abilities. The player will cost very little because his quarterback skills are bad. You will have to sign him as a quarterback but use him as a wide receiver. His salary will never go up because he won't play as a quarterback. You can also change his number and attributes in the Edit Player screen. You can also make a dirt-cheap fullback by eliminating his receiving skills.			
Martian Gothic: Unification	Take 2	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal Of Honor	**Electronic Arts**	★★★★	**27**
Medal Of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men In Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	★★★★★	**14**
Metal Gear Solid VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28
Mission: Impossible	Infogrames	★★	28
MK Mythologies	Midway	★★½	3
MLB 98	Sony CEA	★★★	1
MLB 99	Sony CEA	★★★★	9
MLB 2000	989 Studios	★★★★	21
MLB 2001	989 Studios	★★★	33
MLB 2002	Sony CEA	★★	46
MLB 2003	Sony CEA	★★★★	60
MLBPA Bottom of the 9th 99	Konami	★★★½	12
Mobil 1: Rally Championship	Electronic Arts	★★★	32
Monaco Grand Prix	Ubi Soft	★★★½	21
Monkey Hero	Take 2	★★	18
Monkey Magic	Sunsoft	★	29
Monopoly	**Hasbro**	★★★	**5**
Monster Rancher 2	Tecmo	★★★★	26
Monster Rancher Battle Card: Episode II	Tecmo	★★★½	36
Monster Rancher Hop-A-Bout	Tecmo	★★★½	41
Monster Seed	Sunsoft	★★½	20

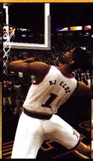
NBA LIVE 2003

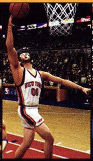
Hip-hop hoopsters

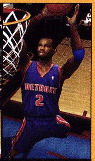
Some of today's hottest rappers are in Live 2003. If you want to see how these guys ball, try this!

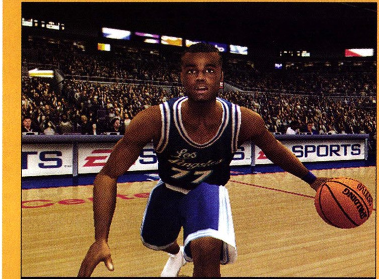
1) From the Main menu, select Roster Management
2) Select Create Player
3) Select Bio
4) In the Last Name field, enter one of these codes:
Busta: FLIPMODE
Fabolous: GHETTOFAB
DJ Clue: MIXTAPES
Hot Karl: CALIFORNIA
Just Blaze: GOODBEATS
B. Rich: DOLLABILLS
5) Press X
6) You'll get a confirmation overlay if you entered the code correctly.
7) Go to the Free Agent pool. You'll have to release a player for your team to add these artists.

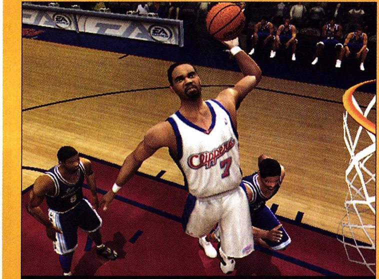

Fabolous


DJ Clue


Hot Karl


BRich

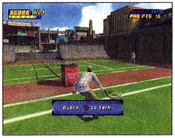

Just Blaze

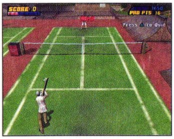

Busta Rhymes

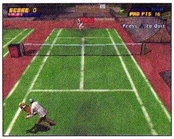
TONY HAWK PRO SKATER 4

Side Money for all these locations

College







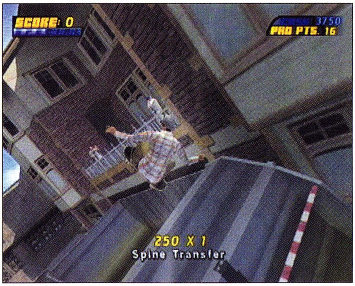
RACKETEERING: PLAY TENNIS WITH BJORN

Time Infinite/Awards $500

Skate up to the tennis racket on the ground near the tennis courts and talk to Bjorn. The skater has nothing to lose when playing Bjorn and money to gain. Manage to beat Bjorn in one service game of tennis (scored 0, 15, 30, 40, game) and skate away with an extra $500. Of course, there is a catch. Bjorn isn't going to let some "skater-person" use his racket, you have to use the skateboard as a racket!

The Jump button is used to serve the ball and to swing the board. The closer the skater is to the ball when the Jump button is pressed, the harder the ball is returned. Bjorn can just about return any slow or medium hit ball, so be sure to get good and close for a hard hit—the old man has a bit more trouble with those! Press Left and Right to run down the ball as Bjorn returns it and also to direct the shot. Typical rules of tennis apply; if the ball bounces twice on one side of the net, the person who hit it gets a point. Also, any ball hit out of bounds is a point for the opponent.

Bjorn: "Hey! Skater-person! You wish to play me in tennis, no?"



GARBAGE DAY

Time 0:40/Awards Thirty $50 bills

Spine transfer into the garbage truck parked outside the frat house to trigger the Garbage Day minigame. Several garbage trucks make their way toward one another from either end of the street. It's up to the skater to try and snag as many of the $50 bills floating above the street as possible. Spine transfer back and forth between the garbage trucks to pluck the cash out of the air. Another way to nab a lot of the cash is to use a single truck as a halfpipe and repeatedly leap into the air while the truck motors down the street.

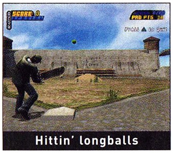
Want to see a bail video of Todd Zuniga—skater extraordinaire? Go to: www.OpiumMagazine.com/toddskate2.mpg. He's a pro, for sure.

Alcatraz

HITTING THE LONGBALL

Time Infinite/Awards $25 per home run

Skate over the pitcher's mound of the baseball diamond in the old exercise yard and press the Grab button to see what the mysterious voices have to say. Agree to their offer to hit a few baseballs and the skater digs in next to home plate and prepares for batting practice. The ghosts rise up and pitch 10 balls down the pipe. Wait for the ball to approach home plate and press the Jump button to swing the skateboard. The skater earns $25 for every ball hit over the rear wall of the exercise yard, between the two watch towers.



Hittin' longballs

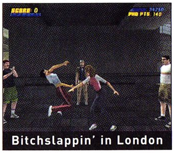
Although the skater can rotate toward first or third base, it's best to keep square with home plate and work out the timing. The most common mistake is a late swing, which either misses the ball completely or causes it to fly off over first base (to the right). This can be corrected by swinging slightly earlier. On the other hand, if the ball keeps flying off to the left of the screen, it means the skater is swinging too early—wait a moment longer before swinging.

London

PIMP DADDY

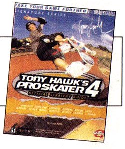
Time N/A/Awards $100

Skate up to the group under the bridge and talk to the pimp to get the opportunity to bet on one of the lovely slappers. The ladies take turns slapping each other, and if the one you select stays on her feet, the pimp pays you $100.

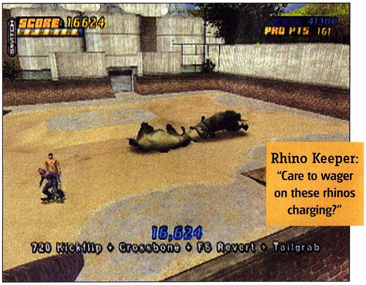


Bitchslappin' in London

There's nothing better than a BradyGames guide, that's why we turned to them for this month's *Tony Hawk 4* info. Look for more in their official guide.



Zoo

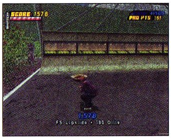


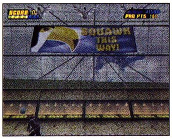
Rhino Keeper: "Care to wager on these rhinos charging?"

BUTT-HEADS

Time N/A/Awards $100

Hop the moat to the rhino exhibit and choose which rhino (or both) drops when they ram one another. Choose correctly and the rhino keeper forks over $100!





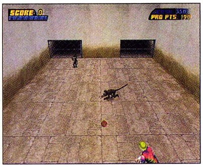
THE MIRACLE OF BIRTH

Time N/A/Awards $500

Whoa, there's a bird's nest on the floor of the aviary! Skate up to it and press the Jump button to inspect it.

The three birds perched above will take turns laying eggs and it's up to you to catch them. Move the board-less skater back and forth under the birds to catch the eggs as they fall. Beware, the eggs start dropping a lot faster once the birds, ahem, loosen up. Quickly move back to the center after each catch so as to be ready for the next egg. The minigame ends as soon as an egg is dropped or when all 10 are caught.

Monkeyman: "Wanna play dodgeball with monkey feces?"



MONKEY MISCHIEF

Time 0:30/Awards $500

Go through the open door in the back of the giraffe pen and hit the red button under the "Release The Monkeys!" sign. Three monkeys appear and starting flinging feces that must be avoided for 30 seconds. Press Left and Right to keep out of the line of fire and collect $500.

220,000 The number of people that went to see Tony Hawk and friends strut their stuff at Boom Boom Huck Jam.

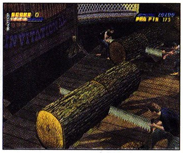
OVERHEARD: "They think I'm a videogame character. People will say 'Tony Hawk? That's some videogame guy'."–Tony Hawk

Carnival

WOOD WARRIORS COMPETITION

Time First to cut 5 logs wins/
Awards Bragging rights

Skate up to the unmanned saw and tell the lumberjack you want to compete. Press back and forth on the controls in a smooth motion to cut the log. Press the Jump button to place another log on the chopping block to continue cutting. The first to cut five logs wins.



TEXAS JUSTICE

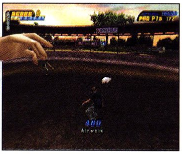
Time 10 shots/Awards $15-$30 per target

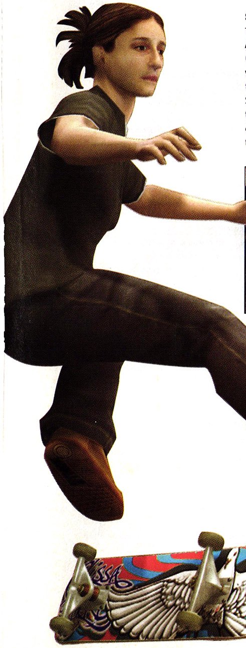
Take the air rifle from the carnie and prepare for some target practice. Watch the red crosshair move around the screen, and press the corresponding button when it gets in front of a target. The targets are worth various point totals (5 points for stationary targets, 10 for moving ones), and your score after 10 shots determines your ranking. More importantly, each shot can be worth up to $30! The lantern, jug, and cross are all worth $15, while the cowboy and the vulture are each worth $30! Be patient and only shoot when the crosshair is directly over the symbol matching the button on the controller!

SQUEAL LIKE A PIG

Time First to catch the pig wins/
Awards Good karma

Oh brother, one can only imagine what those guys are gonna do with that poor little pig in the rodeo ring. Skate after the pig and rescue it from the pig lover's cousins. Knock the cousins to the ground by slapping them.





GAME	PUBLISHER	SCORE	ISSUE
Monsters, Inc.	Sony CEA	●●●◐	51
Mort the Chicken	Crave	●◐	41
Mortal Kombat: Special Forces	Midway	●◐	36
Mortal Kombat 4	**Midway**	●●●◐	**11**
❺ **Mortal Kombat Trilogy**	**Midway**	**n/a**	**n/a**
Old school is in—a perfect reason to unlock these characters. Highlight either Kano, Kung Lao, Jax, or Rayden and press Select. They should explode and turn into *MK1 Kano, MK2 Kung Lao, MK1 Rayden,* or *MK2* Jax (without metal arms). They have the same moves and fatalities as the ones in the old games.			
Moto Racer	**Electronic Arts**	★★★★★	**3**
Moto Racer 2	Electronic Arts	●●●●◐	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◐	14
Mr. Domino	Acclaim	●●●◐	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◐	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◐	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◐	39
N.GEN Racing	Infogrames	●●◐	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics 98	Konami	●●	6
NASCAR 98	**EA Sports**	●●●●	**3**
NASCAR 99	**EA Sports**	●●●●	**14**
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◐	38
NASCAR Heat	Hasbro	●●●◐	40
NASCAR Rumble	Electronic Arts	●●●◐	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak 98	Midway	●●◐	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone 98	Konami	●●◐	7
NBA In the Zone 99	Konami	●●●◐	19
NBA In the Zone 2000	Konami	●●◐	28
NBA Live 98	EA Sports	●●●●◐	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◐	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◐	53
NBA ShootOut 98	Sony CEA	●●●◐	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◐	39
NBA ShootOut 2002	Sony CEA	●●●◐	50
NBA ShootOut 2003	Sony CEA	●●●◐	63
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four 99	989 Studios	●●●◐	18
NCAA Final Four 2000	989 Studios	●●●◐	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◐	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◐	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◐	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	**Electronic Arts**	●●●●	**8**
Need for Speed: High Stakes	**Electronic Arts**	●●●●◐	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◐	33
Need for Speed: V-Rally	Electronic Arts	●◐	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◐	28

GAME	PUBLISHER	SCORE	ISSUE
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	**Midway**	★★★★★	**13**
NFL Blitz 2000	**Midway**	★★★★★	**24**
NFL Blitz 2001	Midway	●●●◐	38
NFL GameDay 98	**Sony CEA**	★★★★★	**1**
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◐	37
NFL GameDay 2002	Sony CEA	●●	49
NFL GameDay 2003	Sony CEA	●●●●	62
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◐	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◐	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	**Sony CEA**	★★★★★	**2**
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◐	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◐	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◐	15
Nuclear Strike	Electronic Arts	●●●●◐	3
O.D.T.	Psygnosis	●◐	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◐	15
Oddworld: Abe's Oddysee	**GT Interactive**	●●●●	**1**
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◐	50
Pac-Man World	**Namco**	●●●●◐	**25**
Pandemonium! 2	Midway	●●●◐	3
Panzer Front	Agetec	●●●◐	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	●●●●	**12**
Parasite Eve II	Square EA	●●●●◐	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◐	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Planet of the Apes	Ubi Soft	●●●	63
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◐	6
Point Blank 2	Namco	●●●◐	20
Point Blank 3	Namco	●●●◐	44
Polaris SnoCross	Vatical	●●◐	38
Pong	Hasbro	●●●◐	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◐	21
Porsche Challenge	Sony CEA	●●●◐	1
Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◐	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◐	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◐	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◐	37
Pro Pinball: Fantastic Journey	Empire	●●●◐	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◐	53
Puzzle Star Sweep	Agetec	●●◐	43
Qbert	Hasbro	●●◐	28

REPLAY

We want more stuff from you! Send us your cheats!

www.kingdomhearts.com
Fanboys can download lots of wallpaper from here.

KINGDOM HEARTS

Readers' tips on the Gummi Ship

10 STEPS TO GUMMI MASTERY

1) Equip your ship with the weakest thrusters—flying too fast will send you crashing through walls. With the slowest thrusters, you can ride the brake and take out all the baddies while keeping a full shield.

2) The Imp is the best ship. Its four walls allow you to easily mount four cannons, and its wings provide extra maneuverability. The Imp is also quite wide, which makes it a lot easier to pick up items in the corner.

3) Equip cannons sideways—or any way but the "correct" way. Otherwise, they'll shoot only straight ahead. If you place cannons the wrong way (like upside down), you'll be able to shoot up, down, left, and right, as well as straight. Enemies won't have a chance to slip by ya even if you were screwin' off. The Imp is perfect for this.

4) If you don't want to go through all this trouble because the Gummi game sucks, just wait till you beat Wonderland. Then you can have the Cid ship built and pretend you're playing *Gradius 64*. If not, just add two more sideways blasters and ride the brake through the levels. Cake.

5) If you toggle the D-pad long enough when selecting paint colors, you'll eventually get to the two-tone paint jobs. Flames, anyone?

6) Do a lot of drugs. Maybe this will intensify the Gumminess and turn it into Gummifun. Sounds like a bad trip to me, though.

7) Never start from scratch. Just throwing together a cockpit and some thrusters may seem easy, but it's not, especially when the computer keeps telling you the cockpit is facing the wrong way. Just have a ship built, even if it's unfinished. Adding to a weaker ship is more fun than tryin' to create one from scratch.

8) When selecting parts, remember to hit Up on the D-pad for each item—this is how to scroll for a better design/power for that particular piece. Notice that the blasters will turn into lasers.

9) Speaking of lasers, ignore them. They tend to mess up the rhythm you get when riding the brake and mashing the blasters. With lasers, you have to choose which one to use because they're automatically assigned to the Triangle button. Nice, but now you notice that you're not takin' out as many enemies because the extra button is slowin' you down.

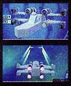
10) Ignore the Lock-on button (R1). Just equip four cannons in different directions and you won't need to lock on. Brute force, bay-bee!

Matt Loebig
MLoebig402@aol.com

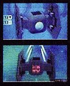
GUMMI FORCE

I really don't have any tips or strategies for making the Gummi ships, but I wanted to share two of the many ships that I have made.
I even used the Transform Gummi Block on the X-Wing so that my ship changes. I have sent before and after pictures.

Scott Leek
sleek_ps2@hotmail.com



X-Wing Fighter



Tie Fighter

Gummi Factory

GAME	PUBLISHER	SCORE	ISSUE
Quake II	Activision	★★★★	27
R-Type Delta	Agetec	★★★★½	23
R-Types	Ascii	★★★½	17
R4: Ridge Racer Type 4	Namco	★★★★	20
Racing	Agetec	½	43
Railroad Tycoon II	Take 2	★★★	30
Rainbow Six	Red Storm	★	27
Rally Cross 2	989 Studios	★★★½	15
Rampage	Midway	★★½	4
Rampage 2: Universal Tour	Midway	★	21
Rampage Through Time	Midway	★½	36
Ray Tracers	THQ	★★★	5
RayCrisis	Working Designs	★★★	38
Rayman 2: The Great Escape	Ubi Soft	★★★★	35
Rayman Brain Games	Ubi Soft	★★★	50
Rayman Rush	Ubi Soft	★★★	57
Razor Freestyle Scooter	Crave	★★★	41
RC de GO!	Acclaim	★★★★	40
RC Revenge	Acclaim	★★★½	37
RC Stunt Copter	Titus	★★★★	25
Re-Volt	Acclaim	★★	26
Ready 2 Rumble	**Midway**	★★★½	**27**
Ready 2 Rumble Round 2	Midway	★★★	40
Red Asphalt	Interplay	★½	3
Reel Fishing	**Natsume**	★★★	**3**
Reel Fishing II	Natsume	★★	34
Resident Evil: Director's Cut	**Capcom**	★★★	**2**
Resident Evil 2	**Capcom**	★★★★★	**6**
Resident Evil 2: Dual Shock	**Capcom**	★★★★★	**13**
Resident Evil 3: Nemesis	Capcom	★★★★½	27
Resident Evil Survivor	Capcom	★½	38
Rhapsody: A Musical Adventure	Atlus	★★★	35
Rising Zan	Agetec	★★★★	24
Risk	Hasbro	★★★★	11
Rival Schools	Capcom	★★★★	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	★★★	**11**
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Mattel	★★★	41
Rocket PowerTeam Rocket Rescue	THQ	★½	51
Rogue Trip	GT Interactive	★★★½	14
Roll Away	Psygnosis	★★★★½	13
Rollcage	Psygnosis	★★★½	19
Rollcage Stage II	Psygnosis	★★★½	31
Romance of the Three Kingdoms VI	Koei	★★	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	★	48
RPG Maker	Agetec	★★★★½	35
Rugrats: Totally Angelica	THQ	★★★½	48
Rugrats in Paris: The Movie	THQ	★★★	41
Runabout 2	Hot-B	★	36
Running Wild	989 Studios	★★	14
Rushdown	Electronic Arts	★★	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	½	45
SaGa Frontier	Sony CEA	★★★½	8
SaGa Frontier 2	Square EA	★★★½	29
Saiyuki: Journey West	Koei	★★★½	47
Saltwater Sportfishing	Agetec	★★½	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★½	36
❼ **Scooby-Doo and the Cyber Chase**	**THQ**	★★	**52**

Admit it, you like Wilma. It's all right, she's our secret crush, too. Here's a tip to help you keep on keepin' on.

BEAT THE FIRST BOSS When Scooby's taking on the first boss, the boss will come at you with a sword. When he shoots the fire, stay in the corner, but be in the same lane as him. This way, you don't lose energy if you're hit.

GAME	PUBLISHER	SCORE	ISSUE
Scrabble	Hasbro	★★½	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★½	54
Shadow Madness	Crave	★★½	19
Shadow Man	Acclaim	★½	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	½	28
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★½	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	★★★★	**18**
Silhouette Mirage	Working Designs	★★★½	29
Sim Theme Park	Electronic Arts	★★½	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	★½	49
Sled Storm	**Electronic Arts**	★★★★	**24**
Small Soldiers	Electronic Arts	★½	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★½	37
Snowboarding	Agetec	★★	43
Soul of the Samurai	Konami	★½	24
South Park	Acclaim	★½	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★½	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take 2	★	52
Spec Ops: Ranger Elite	Take 2	★	46
Spec Ops: Stealth Patrol	Take 2	★	34
Speed Punks	Sony CEA	★★★★½	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★½	40
❸ **Spider-Man**	**Activision**	★★★★★	**37**

The Sub-Mariner is the last guy in the character viewer. To get him in there, do this:

- Enter the What If? mode code (GBHSRSPM).
- Reach the Spidey vs. Carnage! level.
- You'll be able to see the Sub-Mariner peeking through one of the windows outside the boss area.
- Be sure to see him in full view to add him to the character viewer.

GAME	PUBLISHER	SCORE	ISSUE
❾ **Spider-Man 2 Enter: Electro**	**Activision**	★★★½	**50**

Want codes for the Spidey sequel? We've got 'em. Put these codes in at the Cheats menu.

Big Feet: STACEYD
Big Head: ALIEN
All Costumes: WASHMCHN
All Levels: NONJYMNT

GAME	PUBLISHER	SCORE	ISSUE
Spin Jam	Take 2	★½	38
❷ **SpongeBob SquarePants**	**THQ**	★★	**51**

At any point, you can stop dumping money into this game. Seriously. We hereby free you from its spongy grasp.

1 BGNR
2 CLMB
3 KVNF
4 WKGA
5 DFVJ
6 NGPS
7 WMCV
8 XNAD
9 HPJQ
10 QHDG
11 WFXM
12 MNTL
13 QGAV
14 LXHK
15 HGCD
16 CNXK
17 LKKV
18 PVHS
19 JAST
End WMBT

GAME	PUBLISHER	SCORE	ISSUE
Sports Car GT	Electronic Arts	★★½	21
Spyro the Dragon	**Sony CEA**	★★★★	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	★★★★½	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★½	22
Star Trek: Invasion	Activision	★★★★½	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★½	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	★★★	**25**
Star Wars Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★½	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★½	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Sk8er	Electronic Arts	★★½	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44

860,000 The number of copies of "Hikari", the single by Utada taken from the *Kingdom Hearts* soundtrack, that have sold in Japan.

GAME	PUBLISHER	SCORE	ISSUE
Stuart Little 2	Sony CEA	●●◐	60
Suikoden II	Konami	●●●●	26
Super Shot Soccer	Tecmo	●●●◐	61
Superbike 2000	EA Sports	●◐	32
SuperCross 2000	EA Sports	●◐	29
SuperCross Circuit	989 Studios	●●●◐	28
Surf Riders	Ubi Soft	●◐	35
Sydney 2000	Eidos	●●	38
Syphon Filter	**989 Studios**	●●●●	**18**
Syphon Filter 2	989 Studios	●●●◐	31
Syphon Filter 3	Sony CEA	●●●◐	52
T'ai Fu	Activision	●◐	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◐	12
Tail Concerto	Atlus	●●●◐	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◐	49
Tarzan	**Sony CEA**	●●●◐	**24**
Team Buddies	Midway	●●●◐	38
Team LOSI RC Racing	Fox Interactive	●●◐	13
Tekken 3	**Namco**	●●●●●	**9**
Tenchu	**Activision**	●●●●	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◐	4
Test Drive 4	**Accolade**	●●●◐	**3**
Test Drive 5	**Accolade**	●●●◐	**15**
Test Drive 6	Infogrames	●●●◐	27
Test Drive: Le Mans	Infogrames	●●◐	34
Test Drive: Off-Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◐	29
Threads of Fate	Square EA	●●●◐	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◐	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◐	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◐	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◐	45
Tomb Raider II	**Eidos**	●●●●◐	**4**
Tomb Raider III	**Eidos**	●●●◐	**16**
Tomb Raider: Chronicles	Eidos	●●◐	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	**Electronic Arts**	●●●◐	**28**
Tonka Space Station	Hasbro	●●◐	41
Tony Hawk's Pro Skater	**Activision**	●●●●◐	**26**
Tony Hawk's Pro Skater 2	**Activision**	●●●●●	**38**
Tony Hawk's Pro Skater 3	Activision	●●●●◐	51
Tony Hawk's Pro Skater 4	Activision	●●●●	64
Toonenstein: Dare to Scare	Vatical	●●◐	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam	●	36
Trap Gunner	Atlus	●●◐	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◐	25
Triple Play 99	EA Sports	●●◐	9
Triple Play 2000	EA Sports	●●●●◐	20
Triple Play 2001	**EA Sports**	●●●●●	**32**
Triple Play Baseball	EA Sports	●●◐	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	**989 Studios**	●●◐	**16**
Twisted Metal 4	**989 Studios**	●●●●	**28**
Twisted Metal: Small Brawl	Sony CEA	●●◐	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22

GAME	PUBLISHER	SCORE	ISSUE
Ultimate Fighting Championship	Crave	●●◐	40
Um Jammer Lammy	Sony CEA	●●●◐	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◐	33
Valkyrie Profile	Enix	●●●●	36
	Jaleco	●●	37
	Jaleco	●●●	32
	Konami	●●●◐	27
	Designs	●●◐	33
	Acclaim	●●●◐	44
	3DO	●●●◐	27
	Ubi Soft	●●	51
	Activision	●●●●	**10**
	Activision	●●●	29
	Titus	●●	49
	Interplay	●●●◐	11
	Interplay	●	10
	THQ	●	3
Racing Tour	Eidos	●●◐	33
roove	Ubi Soft	●●●	41
	3DO	●●	48
	MGM Interactive	●●●●	12
	Electronic Arts	●●	27
agic	3DO	●●●	41
	Eidos	●●●●	22
sault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◐	26
WCW Nitro	**THQ**	●●◐	**5**
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◐	51
Wheel of Fortune	**Hasbro**	●●●●	**17**
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◐	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◐	47
Wild 9	Interplay	●●●◐	15
Wild Arms 2	Sony CEA	●●●◐	33
The Wild Thornberrys: Animal Adventure	Mattel	●◐	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◐	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◐	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	**THQ**	●●●●◐	**31**
WWF SmackDown! 2	**THQ**	●●●●●	**40**
WWF War Zone	**Acclaim**	●●●●	**12**
X-Bladez: Inline Skater	Crave	◐	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◐	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◐	25
You Don't Know Jack! Mock 2	Sierra	●●	40
❶ **Yu-Gi-Oh: Forbidden Memories**	**Konami**	●◐	**57**

We could go on and on, making fun of the dork-tribe that plays *Yu-Gi-Oh*, but why bother? They're the leaders of the PS1 industry now. We're all just followers.

Blue Eyes White Dragon	89631139	Magical Ghost	46474915
Sorcerer Of The Doomed	49218300	Dark Magician	46986414
Fissure	66788016	Claw Reacher	41218256
Exodia (Head)	33396948	Ansatsu	48365709
Man-eating Bug	54652250	Waboku	12607053
Mystical Elf	15025844	Curse of Dragon	28279543
Celtic Guardian	91152256	Dragon Zombie	66672569
Witty Phantom	36304921	Monster Reborn	83764718

READER REVIEWS

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone, so keep it short, be witty, and remember that not every game deserves a 5-disc rating just because you like it!

TONY HAWK PRO SKATER 4

What you said: "I've never played a *Tony Hawk* game before. But any game that opens with old-school AC/DC deserves at least three stars in my book. Still, after all the praise the *Hawk* series has received, I found the game a little inscrutable. I read the manual and understood maybe half the gobbledygook about Ollies, Wallies, and Nollies. I took the game for a spin for a couple of hours, but I really suck at it.

I'm like those kids in the high school parking lot who can't land a single trick. I could recognize the game was simply dripping with quality and attention to detail. There's a variety of environments, and a ton of challenges in each one. Best of all, you can just fart around for as long as you want. The lack of a time limit is genius (and the only reason I could play the game for more than two minutes). If there are any other newbies left besides me, be prepared to fall. On your ass. A lot. Besides that, *Tony Hawk* veterans should rejoice."

Your Score ●●●●

Dan Wheeler
Oosknuba@aol.com

What we said: "Funny, smart, richly entertaining, and superbly crafted, *Hawk 4* is more in the same class as *GTA3*."
Our Score ●●●●●

GRAND THEFT AUTO: VICE CITY

What you said: "*GTA3* was a masterpiece. It had a great story, a wonderful cast of characters, and overall, the freedom to do whatever the hell you wanted. But when you play *Vice City*, you're going to think *GTA3* was comparative crap. Rockstar North did an amazing job making you feel like you were actually in the '80s, and for hardcore gamers, this is a nice trip down memory lane. With a fantastic list of voice actors that bring life to their characters, the story will seem more like a movie. Although better than *GTA3*'s, the graphics and targeting system are still not that great. If it were up to me, I'd give this game a higher rating. But that wouldn't be fair. What would I rate the next *GTA*?"

Your Score ●●●●●

Eli Dasilva
PS2mark1189@aol.com

What we said: "This game proves that games are the coolest form of entertainment going."
Our Score ●●●●●

CONTRA: SHATTERED SOLDIER

What you said: "After playing the new *Contra* for about a half-hour, the all-too-familiar frustrations of classic gaming hit me—bosses that have more firepower than a major country, one-hit kills, and having to start over again and again and again. Maybe I have become jaded by recent games that are slightly more forgiving. Or maybe I've grown far too accustomed to 3D environments where I can more easily dodge enemy attacks. Or maybe I have evolved with the game industry. I didn't really enjoy running in one direction and shooting everything that moves or having to memorize a boss pattern only to have to lose all of my lives and start over again. The game isn't a total loss, but it's far too frustrating and too old-school for my tastes."

Your Score ●●●◐

Chad Lanctot
cdtlanctot@yahoo.com

What we said: "*Shattered Soldier* puts your skills completely to the test, but can still be mastered."
Our Score ●●●●◐

NHL 2K3

What you said: "Take out your two front teeth and get prepped for what is *easily* the best hockey game today: *NHL 2K3*. This game has *everything*! Board battles, realistic goalies that poke check around the crease, and puck physics that will blow your mind.

Sega has not only blown EA Sports out of the water with *2K3*, it's done something with its sports games no other company has been able to do. Sega has given us a sports experience that has all of the simulation elements we want, and it's somehow made the games fun. Sega is the company that really knows what's 'in the game.'"

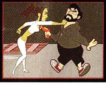
Your Score ●●●●●

Jeff Belsky
ohjtbehaaave@cs.com

What we said: "*NHL 2K3* is so good, it'll have nonhockey fans playing it. It's so good that everything else is money misspent."
Our Score ●●●●●

P.S.

Loading up on PS2 levity



J.LO STRIKES BACK! Check out the game 'Jen Saves Ben' (that's Jennifer Lopez and Ben Affleck–duh) at powerhouseanimation.com. It was created by Kevin Smith. You'll also find a load of witty short films to peruse.

IS FANTASY BETTER THAN REALITY?

Who would you choose for your Final Fantasy?

After getting the latest shots of *FFX-2*, we noticed that the title isn't the only familiar thing. It appears that two of the game's eye-catching vixens resemble two of today's hottest acts. We compare and contrast fact with fiction, asking: Who would you choose?

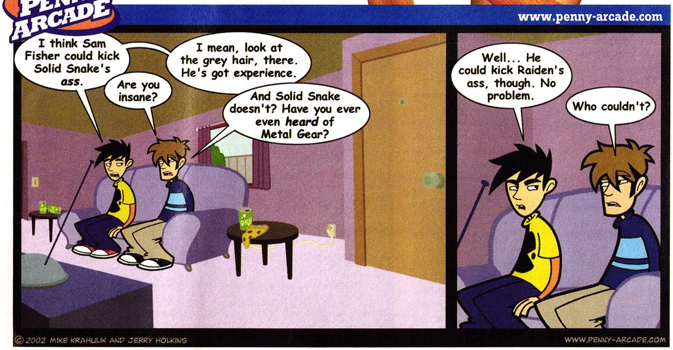
www.wireimage.com

AGUILERA OR RIKKU? While Christina Aguilera may be hot by Webster's Dictionary standards, she also looks grimier than a Vice City afternoon. Skirts the size of a Kleenex give the illusion of sexy, but she looks like she stinks of patchouli (or dirt), which ruins her. Meanwhile, Rikku remains the cutie-pie that we'd much rather see in Al Bhed.

J.LO OR LEBLANC? No polygonal fantasy can compete with J.Lo's reality. Prior to her overexposure, we all daydreamed about a glimpse of her ample and curvy backside. LeBlanc doesn't come close.

BRIT BUTTS ON BIKES

B-U-T-T in the U.K. The above shot was snapped at the *BMX XXX* launch event in the United Kingdom. We will now add this picture to the ever-growing and lengthy list of things better than the game.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I think Sam Fisher could kick Solid Snake's ass.
Are you insane?
I mean, look at the grey hair, there. He's got experience.
And Solid Snake doesn't? Have you ever even *heard* of Metal Gear?
Well... He could kick Raiden's ass, though. No problem.
Who couldn't?
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P.S.A.T.

(PlayStation Aptitude Test)

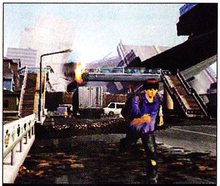
1. What is the name of the strip club in *BMX XXX*?
a. Rusty's House of Breasts
b. Scores
c. The Ranch
d. Schlong's

2. Which planet in *Star Wars: The Clone Wars* is also the name of a Greenland city that (coincidentally?) is the home of a U.S. missile-defense base, part of the Star Wars defense program?
a. Kashyyyk
b. Rhen Var
c. Thule
d. Raxus Prime

3. In *The Getaway*, what does the term "claret" refer to?
a. Fine red wine
b. A region of France
c. A hooker
d. Blood

4. *The Sims* for PS2 is the only Sims game with:
a. Multiple players
b. Pets
c. An adjustable viewpoint
d. Specific missions

5. *Disaster Report* was known as *Zettai Zetsumei Toshi* in Japan. What's a rough English translation?
a. Crumbling Planet
b. Desperate Situation Zone
c. Corrupt City Planner
d. Mount Saint Shut the Hell Up



DISASTER REPORT See Keith run. See Keith trip over rubble. See Keith get crushed by a building.

Answers: 1. b, 2. c, 3. d, 4. d, 5. b

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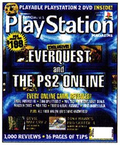
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Video previews: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

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Video previews: Spider-Man, Barbarians, Jak and Daxter

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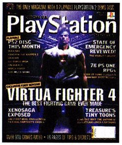
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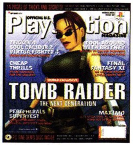
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MAXIMO

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DEMOS: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

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DEMOS: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

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TOMB RAIDER II STRATEGY
DEMOS: NFL GameDay 98, CART World Series, Frogger

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DEMOS: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

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DEMOS: Bloody Roar, Monster Rancher, Shipwreckers

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DEMOS: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

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TEKKEN 3 STRATEGY
DEMOS: Einhänder, Gex: Enter the Gecko, Klonoa

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DEMOS: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

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DEMOS: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer

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VIGILANTE 8 STRATEGY
DEMOS: Tekken 3, Turbo Prop Racing

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ELEMENTAL GEARBOLT STRATEGY
DEMOS: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

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SPYRO THE DRAGON
DEMOS: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

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DEMOS: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance

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CRASH BANDICOOT STRATEGY
DEMOS: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

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TOMB RAIDER III STRATEGY
DEMOS: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

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SYPHON FILTER STRATEGY
DEMOS: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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SILENT HILL STRATEGY
DEMOS: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

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LEGEND OF LEGAIA STRATEGY
DEMOS: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

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GEX 3 STRATEGY
DEMOS: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

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DEMOS: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

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DEMOS: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

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JADE COCOON STRATEGY
DEMOS: Um Jammer Lammy, Sled Storm, Cho-cobo Racing, Pong, Monaco Grand Prix Racing

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FINAL FANTASY VIII STRATEGY
DEMOS: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

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CRASH TEAM RACING STRATEGY
DEMOS: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

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DINO CRISIS STRATEGY
DEMOS: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

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RESIDENT EVIL 3: NEMESIS STRATEGY
DEMOS: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ **Issue 29 - February 2000** **$10**
MEDAL OF HONOR STRATEGY
DEMOS: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

☐ **Issue 30 - March 2000** **$10**
GT2 STRATEGY
DEMOS: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

☐ **Issue 31 - April 2000** **$10**
SAGA FRONTIER 2 STRATEGY
DEMOS: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II

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SYPHON FILTER 2 STRATEGY
DEMOS: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ **Issue 33 - June 2000** **$10**
FEAR EFFECT STRATEGY
DEMOS: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

☐ **Issue 34 - July 2000** **$10**
TONY HAWK'S PRO SKATER
DEMOS: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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WHO WANTS TO BE A MILLIONAIRE
DEMOS: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

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SOUL REAVER 2
DEMOS: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

☐ **Issue 37 - October 2000** **$10**
STAR WARS
DEMOS: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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PS2 REVEALED
DEMOS: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, plus Metal Gear Solid 2 video!

☐ **Issue 39 - December 2000** **$10**
CRASH BASH
DEMOS: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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GRAN TURISMO 3
DEMOS: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ **Issue 41 - February 2001** **$10**
Z.O.E.
DEMOS: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ **Issue 42 - March 2001** **$10**
EA SPORTS BIG
DEMOS: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ **Issue 43 - April 2001** **$10**
TWISTED METAL: BLACK
DEMOS: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

☐ **Issue 44 - May 2001** **$10**
MOH: FRONTLINE
DEMOS: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

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DARK CLOUD
DEMOS: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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TOMB RAIDER
DEMOS: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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FINAL FANTASY
DEMOS: Final Fantasy VIII VIDEOS: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the Final Fantasy movie trailer

☐ **Issue 48 - September 2001** **$10**
ICO
DEMOS: Mat Hoffman's Pro BMX
VIDEOS: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ **Issue 49 - October 2001** **$10**
SILENT HILL 2
DEMOS: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

☐ **Issue 50 - November 2001** **$10**
GRAND THEFT AUTO III
DEMOS: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
VIDEOS: Dragon Warrior VII, Syphon Filter 3

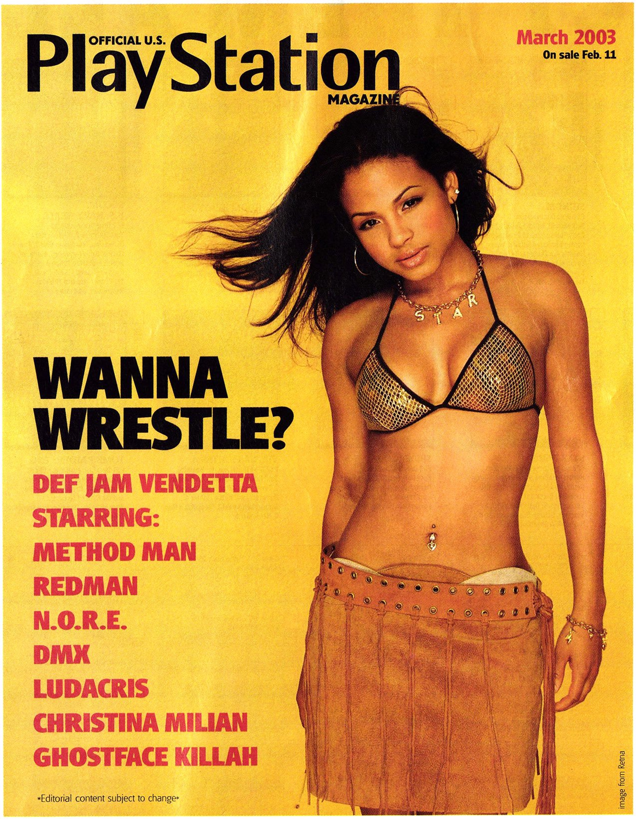
☐ **Issue 51 - December 2001** **$10**
METAL GEAR SOLID 2
DEMOS: NBA Street, Kinetica, Extermination, Gallop Racer 2001
VIDEOS: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

☐ **Issue 52 - January 2002** **$10**
JAK AND DAXTER
DEMOS: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip
VIDEOS: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

☐ **Issue 53 - February 2002** **$10**
FINAL FANTASY X
DEMOS: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
VIDEOS: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

NEXT MONTH

But we want
Christina Milian now!



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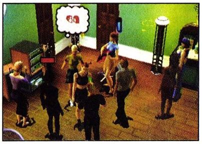

The Sims

Welcome to the ultimate game of life. *The Sims* is hitting consoles, and *EGM*'s got everything you need to know about getting ahead in this virtual world. Plus, *EGM* picks the Next Big Thing—games, trends, genres, characters, and secret projects that'll make it big in 2K3. And don't miss *EGM*'s must-read reviews!

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Dragon Ball Z: Budokai is here—and *GameNOW*'s got everything you need to know to battle your way to Super Saiyan greatness. And now that you've been playing *Vice City* for a while, make sure you've gotten through every nook and cranny of the game with *GN*'s 14-page strategy special.

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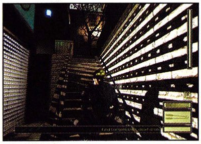

Splinter Cell

The best stealth game since *Thief* and *Metal Gear Solid* hits the PC, and *CGW*'s hands-on preview shows that you don't have to get an Xbox to enjoy this great game. Also: hard-hitting reviews, including *Medal of Honor: Spearhead*, *MechWarrior 4: Mercenaries*, *Civ III: Play The World*, and *EverQuest: Planes of Power*.

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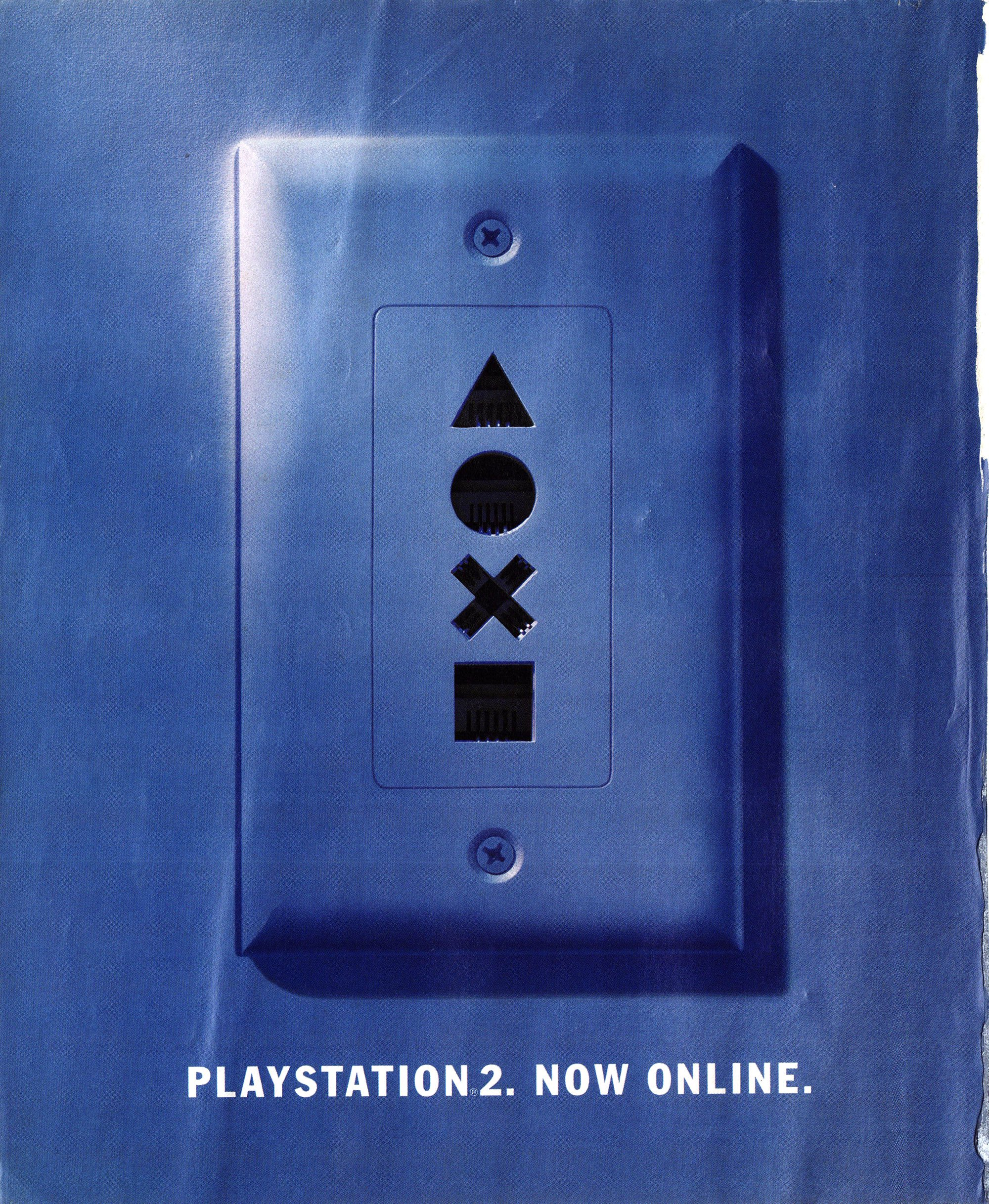
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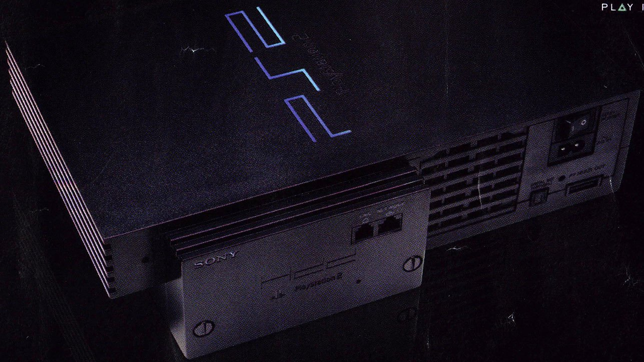

Or cross-check, smash, tackle, leg-sweep or ollie over them – even if they're in another time zone. With the Network Adaptor (Ethernet/modem) (for PlayStation 2), just about anything is possible. Like downloading new rosters, stadiums and characters. Trash-talking opponents you've never met. Or, better yet, starting your very own East Coast-West Coast sports rivalry. All against live competition, so no two games are ever alike. The Network Adaptor for PlayStation 2 is here. Get your game online.

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- The Network Adaptor, which offers both dial-up and broadband connectivity
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- Start-Up Disc with playable demos of Madden NFL™ 2003 and Frequency™
- Video demos of Tribes™ Aerial Assault, ATV Offroad Fury™ 2 and Tony Hawk Pro Skater™ 4
- All this for just $39.99 (SRP)

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- PlayStation 2 (duh)
- Network Adaptor (obviously)
- Memory card (8MB for PlayStation 2) with at least 137K of space (that ain't much)
- Dial-up or broadband Internet connection (in English: such as cable modem, DSL, T1 or just a plain ol' phone line)
- Network Adaptor Start-Up Disc to create ISP settings (don't worry, it's easy)

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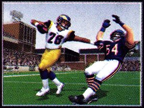

Madden NFL™ 2003

Tony Hawk Pro Skater™ 4

SOCOM: U.S. Navy SEALs

Frequency™

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NFL GameDay™ 2003

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ONLINE
BROADBAND AND DIAL-UP

Look for this icon indicating PS2 games with online capability

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RP-M
CONTENT RATED BY
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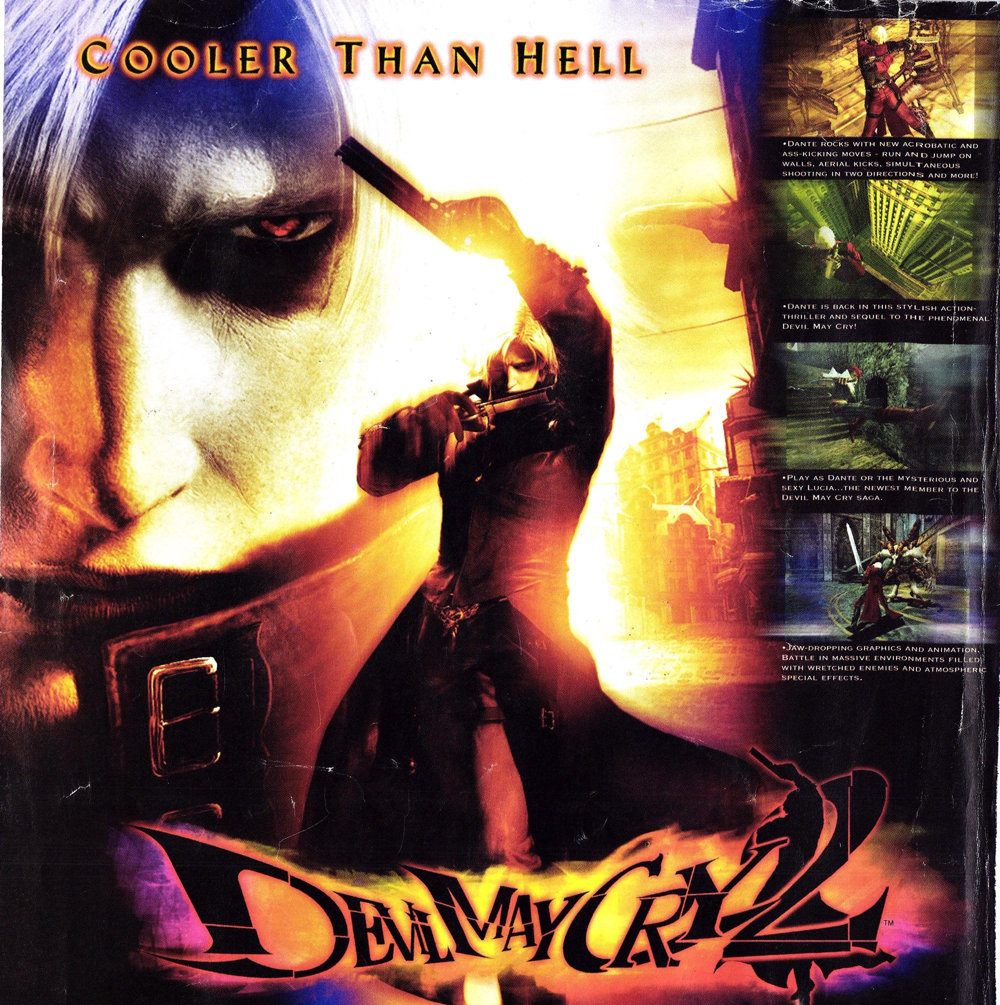

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